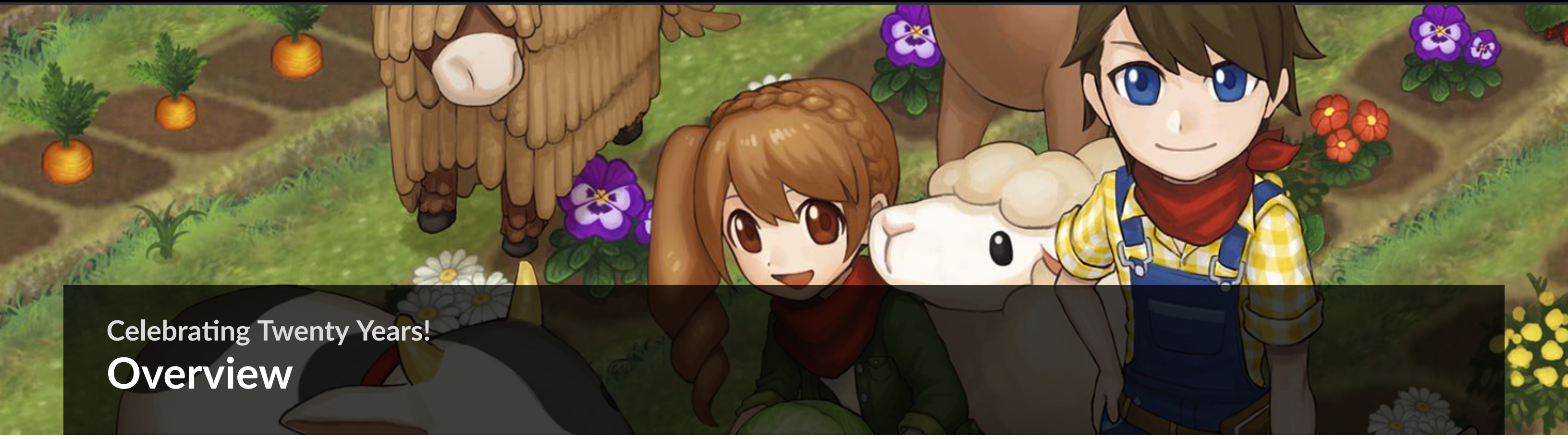


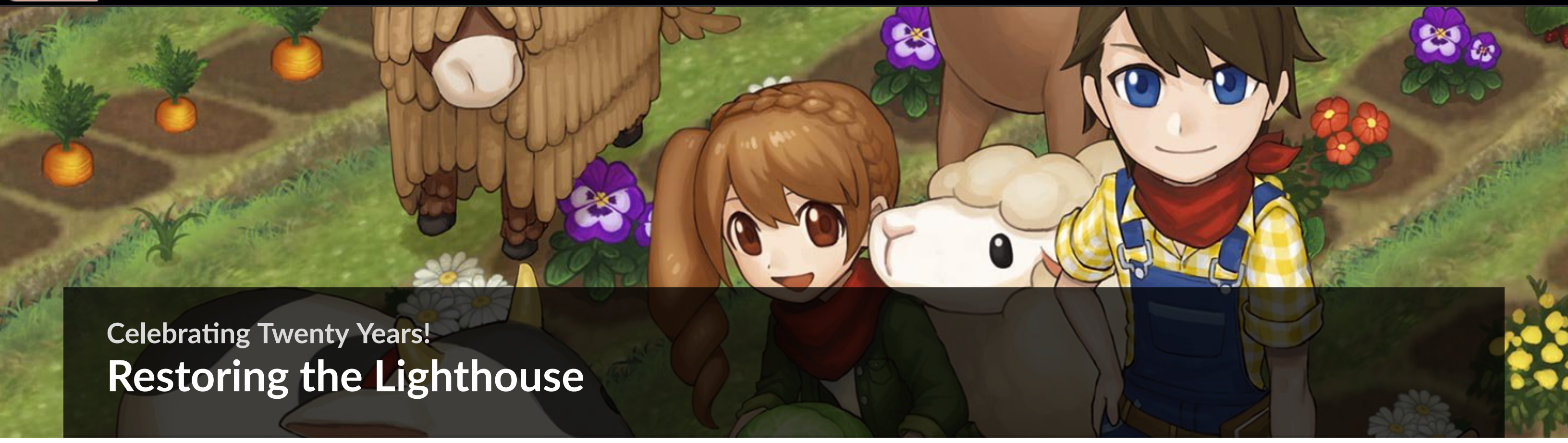
Celebrating Twenty Years!

# Overview

Welcome, *Harvest Moon* fans, to a celebration of everyone's favorite, long-running farming franchise. Though it's hard to believe the series has entered its third decade, it's equally challenging to recall a time when the words "farming simulator" weren't part of the video game lexicon. Natsume's delightful series has graced nearly every gaming platform since its 1997 release on the Super Nintendo, and here we are in 2018 with the Special Edition of *Harvest Moon: Light of Hope* for PS4 and Nintendo Switch.

This book is more than a strategy guide for the latest installment, however. In an effort to honor the franchise's spectacular success, we've taken a look back at each one of the dozens of games released over the years. The expansive retrospective is a guided tour through the ages, showcasing the box art from each installment, along with plenty of screenshots to show just how far the graphics have come. Plot summaries and collections of fun facts aim to chronicle the many changes, additions, and experiments made within the *Harvest Moon* universe over the years.

As fellow *Harvest Moon* fans, it's been our privilege to take this walk down memory lane, hoe in hand, and we look forward to farming with you well into the future. But first...

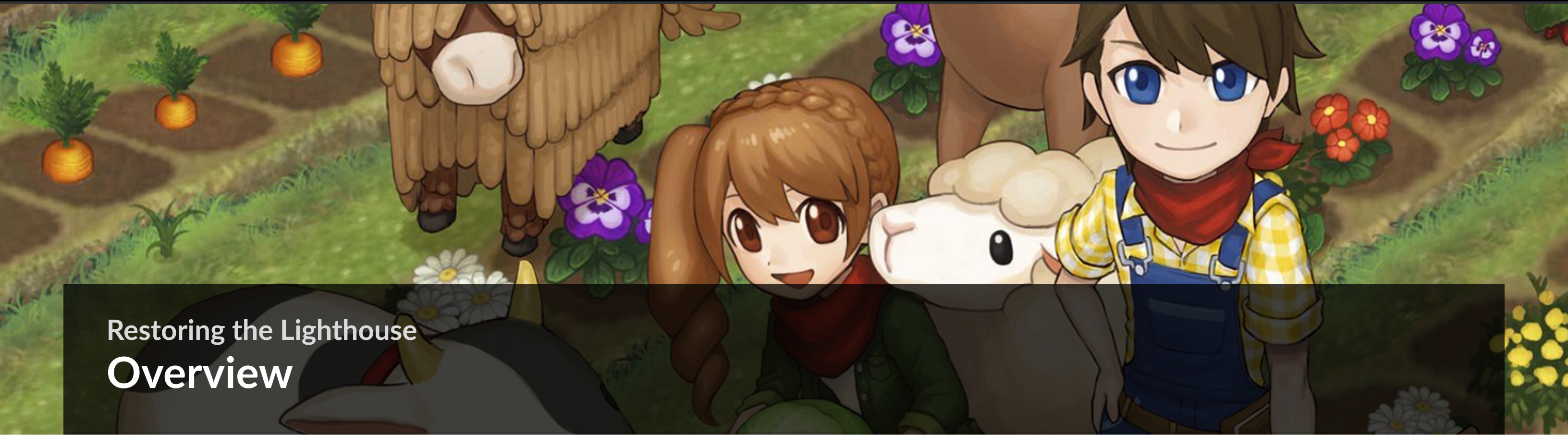


Celebrating Twenty Years!

# Restoring the Lighthouse

Beacon Town's lighthouse has been hit by a colossal storm of unnatural power, and it's up to you to restore the island. Only by repairing the dozens of damaged structures and uncovering five lost Stone Tablets will you return the island to its thriving, bountiful ways.

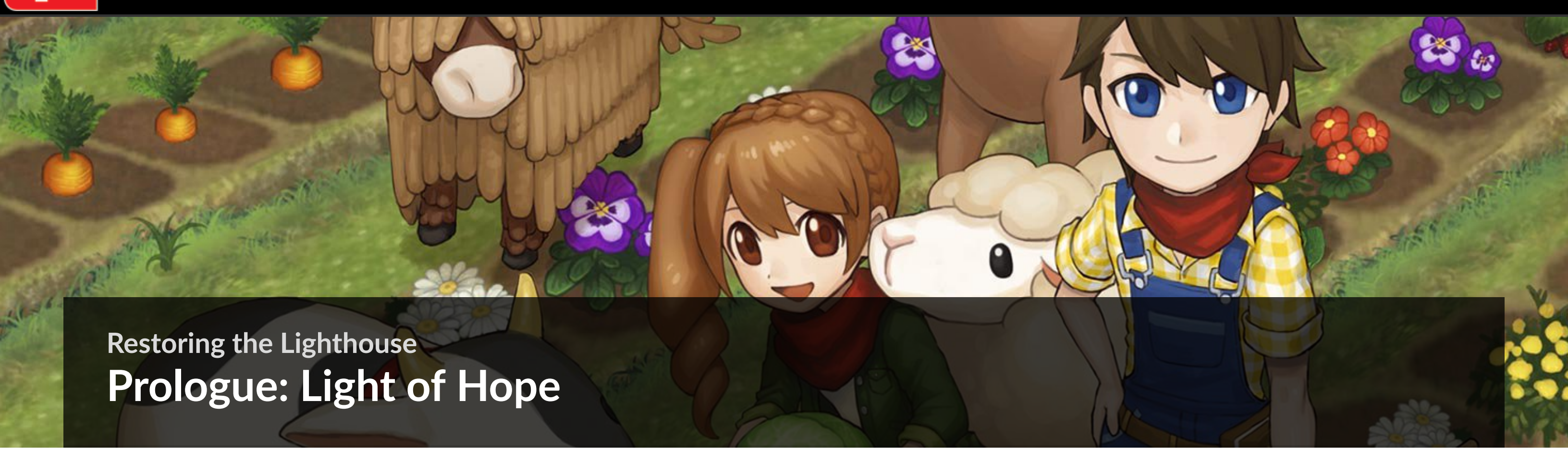
The bulk of this book is dedicated to covering the entirety of *Harvest Moon: Light of Hope Special Edition*. The following chapters include everything there is to know about the hundreds of crop mutations, festivals, and the many friendly villagers who can't wait to return to the island. Data-packed chapters reveal how to master the game's mining, fishing, and cooking abilities, while detailed tips help you complete every one of the hundreds of requests and reach a level of popularity never before seen in Beacon Town. Whether you're a veteran of *Harvest Moon* games or brand-new to the franchise, we're sure you'll find this book as helpful as it is entertaining.



## Restoring the Lighthouse

# Overview

Welcome to the walkthrough portion of the book. This chapter serves as a comprehensive guide to locating the Stone Tablets, resurrecting the lighthouse, and repopulating the entirety of Beacon Town. Here, you’ll also find an introduction to each facet of the game, complete with tips regarding controls and techniques intended to complement the in-game tutorial.



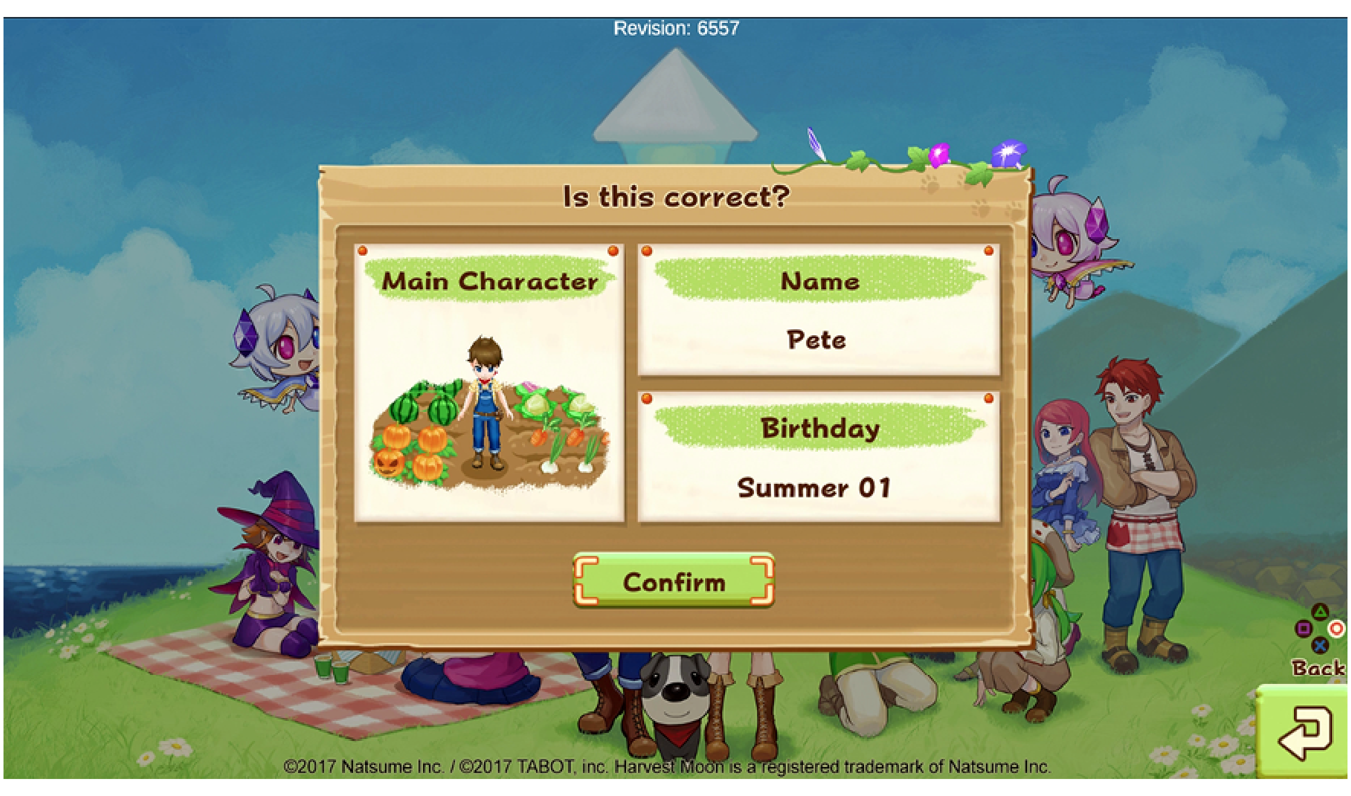
### Restoring the Lighthouse

# Prologue: Light of Hope

## Your First Day

### On Character Creation...

If you're new to *Harvest Moon* and wondering what the differences are between playing as a boy and playing as a girl, know that this choice only affects who you can marry. There are five potential spouses for each gender in the form of bachelorettes and bachelors. All else is equal, and both sexes get to witness all of the friendship-building cutscenes.


Is this correct?

Main Character

Name: Pete

Birthday: Summer 01

Revision: 6557
Confirm
Back
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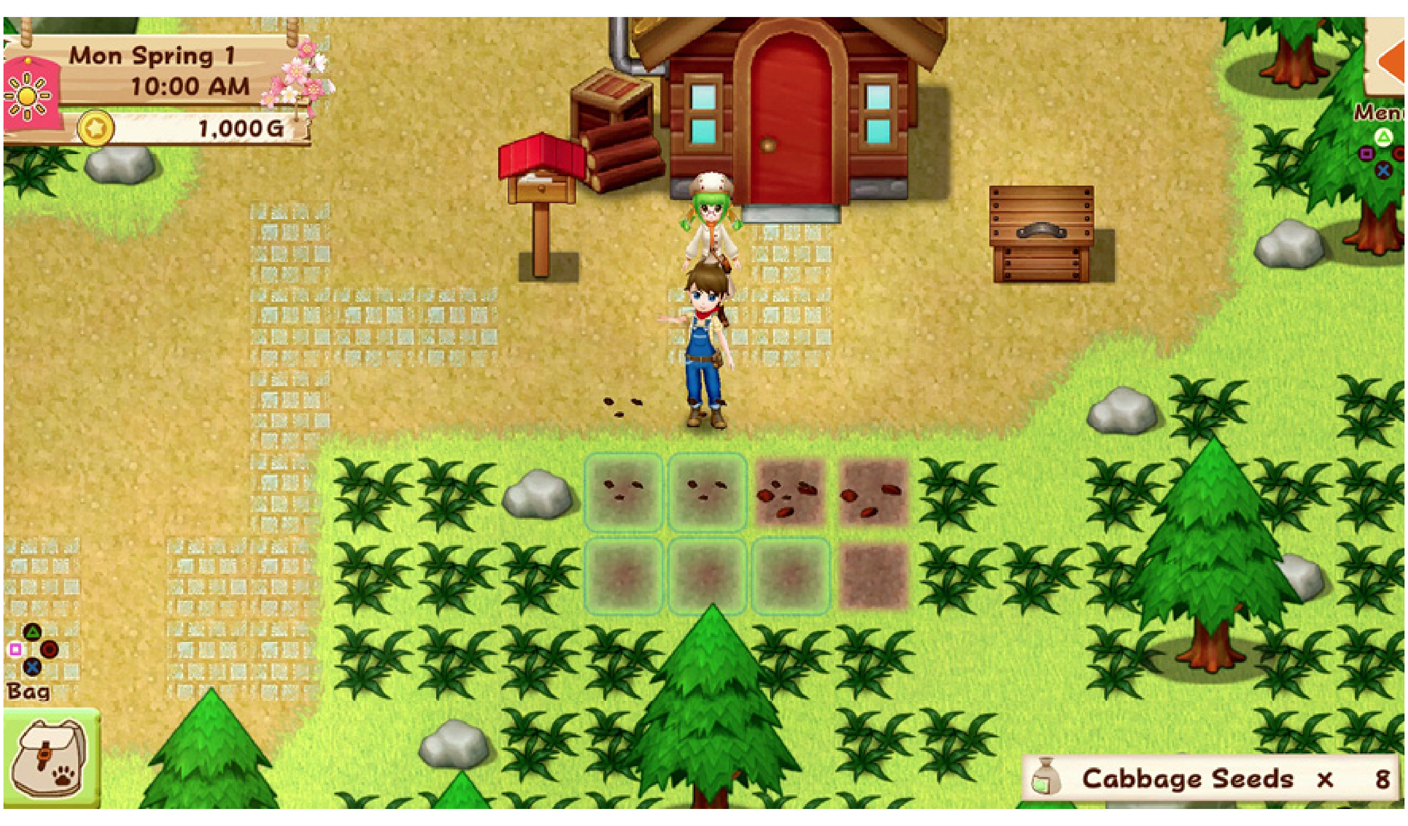
The second step in creating your character concerns your birthday. Though you don't receive any gifts, the other villagers cheerfully wish you a happy birthday. Your only consideration here should be in picking a date that doesn't fall on a festival day, as that could lessen the time you have to interact with other villagers.

After washing ashore during a mighty storm, you wake inside the home of Jeanne, a promising herbal doctor and local lighthouse keeper. Though you remember being helped by a girl with blue eyes and short purple hair, the description doesn't ring a bell for Jeanne. Which is odd, considering nearly all of the island's inhabitants left after a massive storm several years prior. Sensing a chance to help, you volunteer to live on the island. Jeanne is thrilled to hear this and can't wait to show you a place to live—a farm at the edge of town.

Jeanne shows you to the farm and provides you with a **Hoe**, **Watering Can**, and **10x Cabbage Seeds**. Now it's time to learn the basics. Follow Jeanne's instructions and press the Action Button to till four plots in the grass with the Hoe (you can till more after the next dialogue break). Approach the dirt square and press the Action Button to select the Cabbage Seeds. Hold the Action Button to spread seeds across multiple plots. It's possible to spread up to nine seeds at once in a 3x3 grid.



Fill the Watering Can at the nearby well as instructed, then water each of the seeds you planted. The base-level Watering Can only waters one plot at a time, so you must water each individual seed. Doing this every day takes time, but you'll have an upgraded Watering Can with better range soon enough. Water the remaining seeds you planted, then head inside, as instructed. Despite it being only 10:00 a.m., Jeanne insists that you go to bed, so climb in and get a good night's rest. Day two will be much busier!

Jeanne

As a doctor, I suggest you rest for the remainder of the day. A good night's sleep will relieve you of your fatigue.

Mon Spring 1
10:00 AM

### Context-Sensitive Tools

There's no need to worry about selecting tools from the inventory before going to work on the farm. Simply highlight the chosen object or plot on the ground and use the Action Button. The game automatically equips the character with the Hoe if the ground is untilled, seeds if the ground is tilled (you can cycle through available seed types using the Shoulder Buttons), the Watering Can if the seeds are planted, and available Fertilizer if the ground has been watered. Similarly, the Axe, Fishing Rod, and Hammer are also automatically equipped when targeting a tree, water, or a rock, respectively.

### Study Up!

Access the bookcase beside the bed to browse your individual gameplay records or to read through a collection of gameplay tips. The tips are quite extensive and serve to explain many of the game's systems.

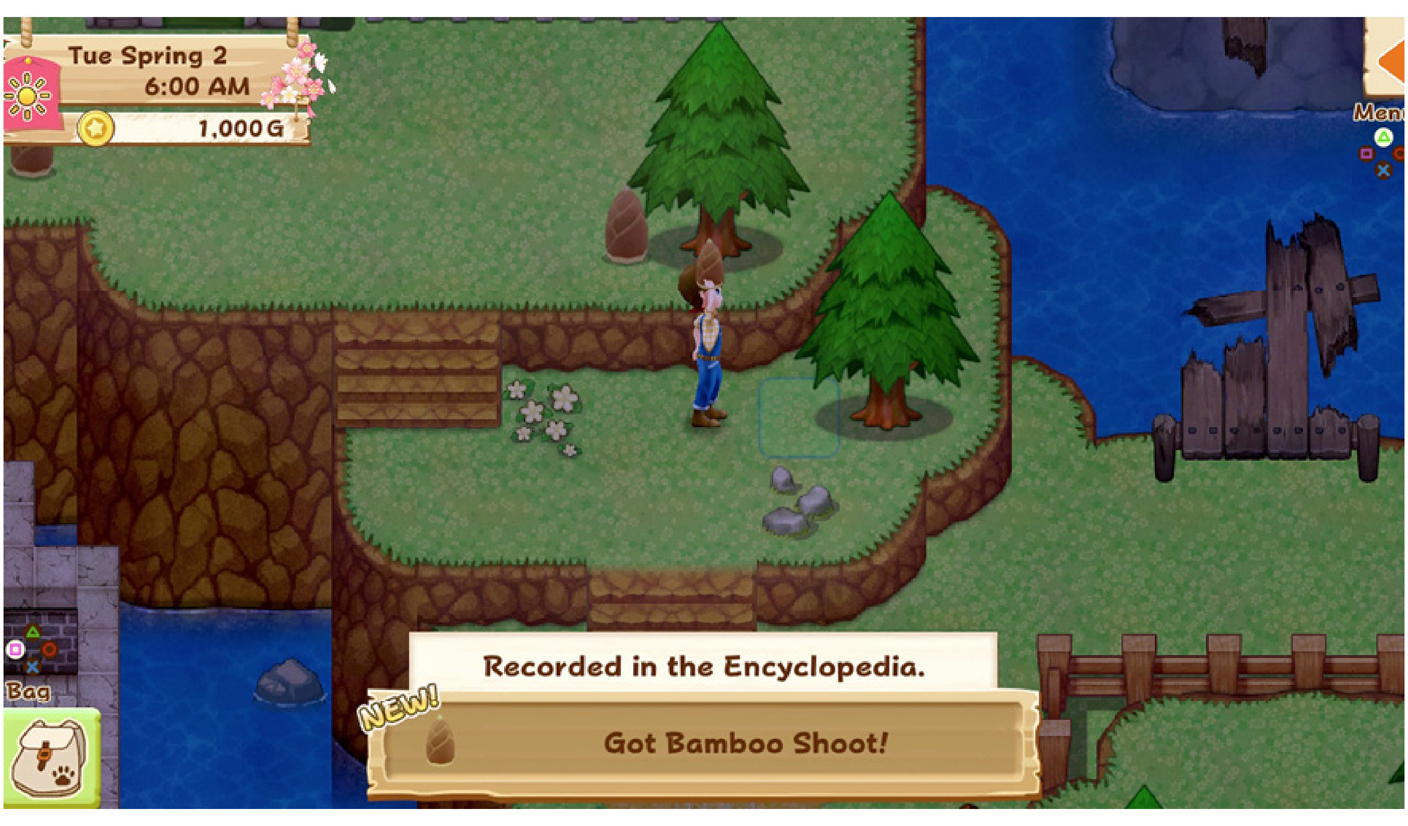
## The First Stone Tablet

You're awoken by a strange voice calling for help from outside. It's Spring 2 at 6:00 a.m., your normal wake-up time from now on, and you rush to investigate. Follow the instructions and pull the weed from the ground with the Action Button. Doing so reveals the **FirstStone Tablet**, along with Rowan, the Harvest Sprite of Crops. Rowan doesn't know anything about the Stone Tablet, but suggests you ask Jeanne about it.

Rowan

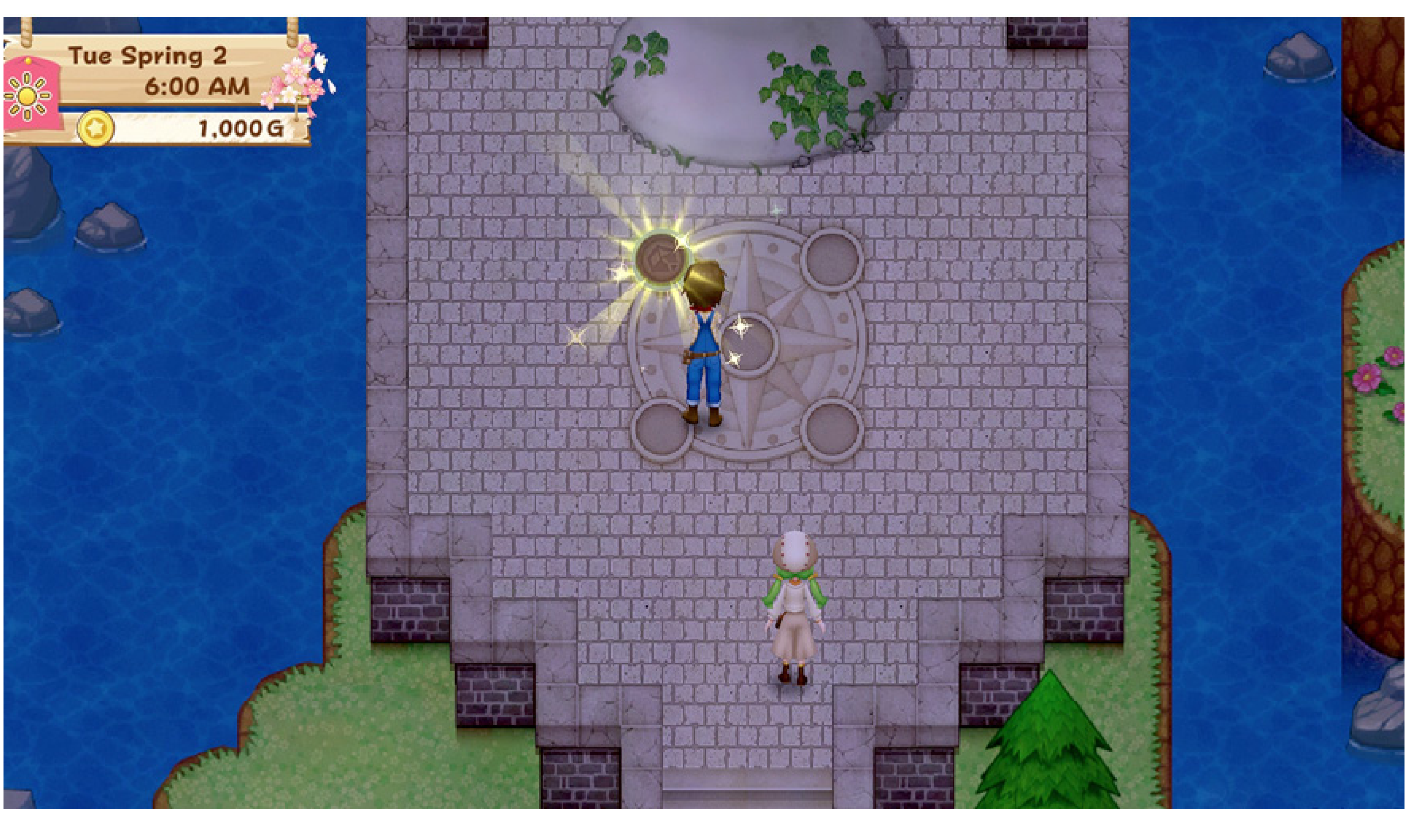
Hmm. I'm not sure either.
I mean, now that you mention it, I do sense something strange about it.

Water the crops you planted yesterday so you don't forget, and consider planting the other two Cabbage Seeds now that you can pull weeds. Head west from the crops and exit the farm via the gap in the fence. Follow the path north and climb the steps to forage any flowers you see. You find either Tulips or Marguerite flowers in spring—save any Tulips you forage, as they'll be needed before long. Similarly, pick up any Bamboo Shoots you find on the ground and save them for free Stamina replenishment later.


Recorded in the Encyclopedia.

Got Bamboo Shoot!

Enter the house on the hill north of the lighthouse, near the garden, and talk to Jeanne. She quickly recognizes the pattern on the tablet and leads you to the lighthouse, where she says a guardian lives and shines light upon the island to make it prosper. Sadly, the lighthouse hasn't shone in several years. At the base of the lighthouse are five empty panels the size of the Stone Tablet. Place the first tablet into one of the empty circles to restore a bit of the lighthouse's power.



Between Jeanne and Rowan, your mission becomes clear: you need to find the other four Stone Tablets to revive the Harvest Goddess. In doing so, you'll restore all of Beacon Town and build a thriving island community in which to grow old.

Restoring the Lighthouse

# Chapter 1: The Light Grows

Once again, you're awoken by Rowan, only this time it's to alert you to a stranger's presence. He wants you to head to town right away. Follow the path south from the farm to the center of Beacon Town, where a traveling merchant by the name of Sam is wandering around.

### Weather-Related Time Savings

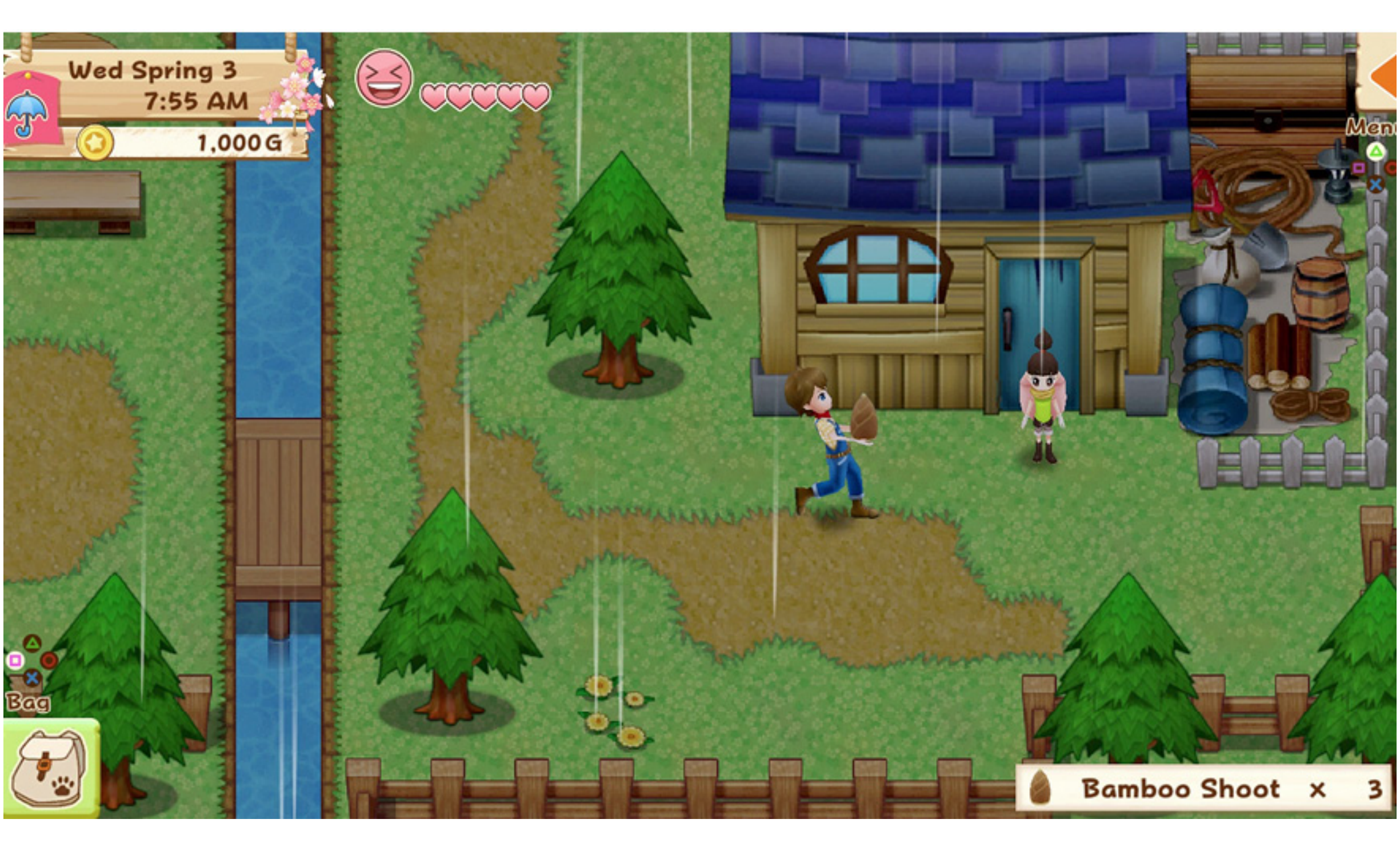
Rainy and snowy weather may keep the villagers indoors for much of the day, but it's also a big help. There's no need to water your plants whenever it's raining or snowing. Trying to interact with the crops on a rainy day brings up the Fertilizer prompt, but you don't have any yet.

Sam wants to reopen his shop in Beacon Town and is only too happy to accept your offer to repair the damaged building. In order to repair the shop, however, you need wood. And that means finding an Axe.

I'll be honest here. I'd love to get back into business on this island, but my shop was destroyed in that storm.

## Bamboo Shoots for Sally

Leave Sam and make your way to Jeanne's house. You'll likely find her looking across to the lighthouse, just south of her home. Jeanne's thrilled to hear Sam is back and believes Naomi may have an Axe you can use. Naomi lives in town, inside a house with a blue roof.

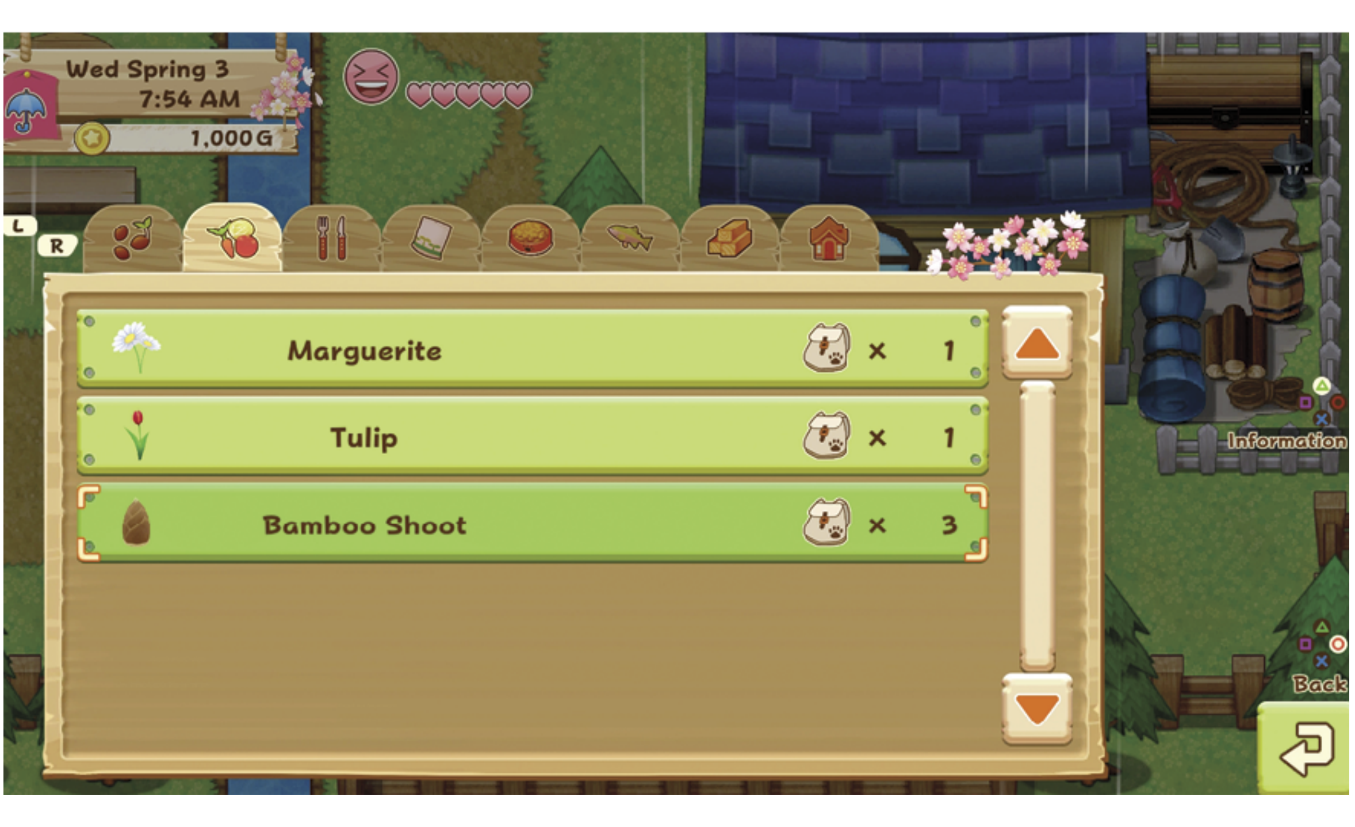


Return to town and cross the bridge in the southeast corner to reach Naomi's house. Naomi isn't home, but her very skeptical daughter, Sally, is and she wants you gone. Take Rowan's advice and return to Jeanne once again. Jeanne suggests befriending Sally with a Bamboo Shoot. If you haven't already foraged any of the Bamboo Shoots growing near Jeanne's house, do so now and return to Sally's house in town. It's also worth looking by the lighthouse for any flowers that can be foraged.

Sally sees right through your ploy but is willing to accept the gift. In fact, she even guides you in the process of gifting an item from the Bag. Opt to "Hold" the item, walk it over to Sally, and give it to her. She's appreciative, but she still doesn't trust you. She wants to see some crops from your farm.

### Using the Bag

The Bag is your on-person inventory, capable of holding 99 different item types, sorted into eight categories: Seeds, Crops, Food, Fertilizer, Animal Food, Fish, Materials, and Tools. Use the Shoulder Buttons to toggle between the different categories of items, then select the item you desire using the Action Button. Your character only gives away a single item, so don't worry about handing over your whole lot.



Marguerite × 1
Tulip × 1
Bamboo Shoot × 3

Later, once you upgrade your house and have a refrigerator and a dresser, items that don't fit in your Bag are automatically deposited into storage. You're unable to carry more than 99x of a given item.

## Proof of Farming

Sally wants you to show her some crops you've farmed, but Cabbages take three days to grow. You must wait another day before the first batch of crops is ready to be harvested. In the meantime, return to your farm and spend the rest of the day—until you run out of Stamina, that is—pulling weeds. You can purchase more seeds as soon as you repair Sam's shop, so you might as well clear some land. Don't spend any time tilling soil since it returns to grass overnight. Continue clearing weeds until you have just half a Stamina Heart remaining, then go to sleep. It might only be noon, but your work for the day is done.

Wed Spring 3
11:04 AM
1,000G
Menu
Bag

**Smiling Hearts of Stamina**
**The smiley face and hearts at the top of the screen represent your Health and Stamina. The color of the smiley face indicates how well-rested you are from the prior night. Getting a good night's sleep is critical, as it keeps you in good health and lets you perform the maximum number of actions (hoeing, pulling weeds, chopping wood, etc.,) per Stamina Heart.**
**Smiley faces come in four colors:**
- **Red: Go to bed before 12:00 a.m. for maximum Stamina. Wake up at 6:00 a.m.**
- **Orange: Go to sleep between 12:00 a.m. and 2:00 a.m. Wake up at 7:00 a.m.**
- **Green: Go to sleep between 2:00 a.m. and 5:00 a.m. Wake up at 10:00 a.m.**
- **Blue: Stay up until 5:00 a.m. or pass out from exhaustion (lack of Stamina). Wake up at 12:00 p.m.**

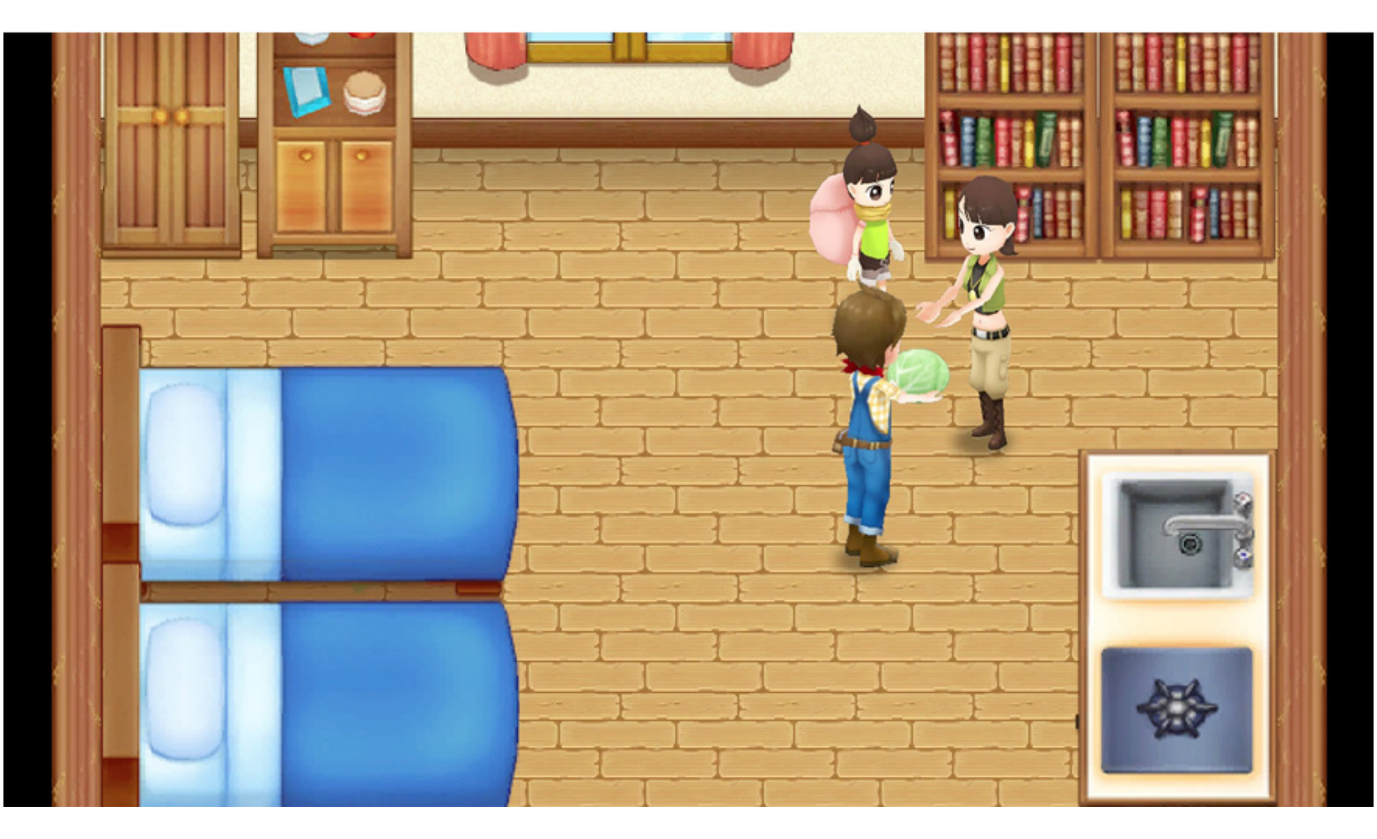
**The more tired you are, the faster your Stamina Hearts drain as you go about your day completing tasks. Stamina only drains from doing chores, however, not by walking around or talking with villagers, so you can still get a fair bit done (and travel home) with just half a heart remaining.**

**Though you begin with five Stamina Hearts, it's possible to gain five additional hearts for a total of ten, but that isn't possible until much later in the game. In the meantime, take comfort in knowing there are two ways to replenish Stamina throughout the day. First, you can restore Stamina by eating food. We recommend hoarding as many Bamboo Shoots and Mushrooms as you can find, as they each replenish a full Stamina Heart and are both free and abundant. Secondly, you can take a soak in the Hot Springs (once repaired) and replenish a full red Stamina Heart every twenty seconds for free.**

You wake on Spring 4 to a field of Cabbages and, most likely, some Red Cabbage too if you planted two rows of them and got lucky. There are many factors that govern whether a crop mutates, and even when conditions are perfect for mutation, there's still a probability factor that keeps it from being guaranteed (see the **Farmer's Handbook** chapter for complete details).

Collect the Cabbage and head to Sally's house. Most townsfolk don't let you enter their houses first thing in the morning, but this is a special circumstance. Naomi, Sally's mom, happily accepts the Cabbage from you and gives you the **Axe** in return.

Thu Spring 4
6:05 AM
1,000G
Menu
Bag



## General Repairs

You only need 5x Softwood Lumber and 100G to repair Sam's General Store. You began Spring 2 with 1000G, so you needn't worry about money, and the lumber isn't hard to collect. Return to your farm and approach any of the evergreen trees you see (the ones with the pink leaves are Hardwood trees, which the Axe can't cut without an upgrade). We recommend clearing away the trees nearest your house.

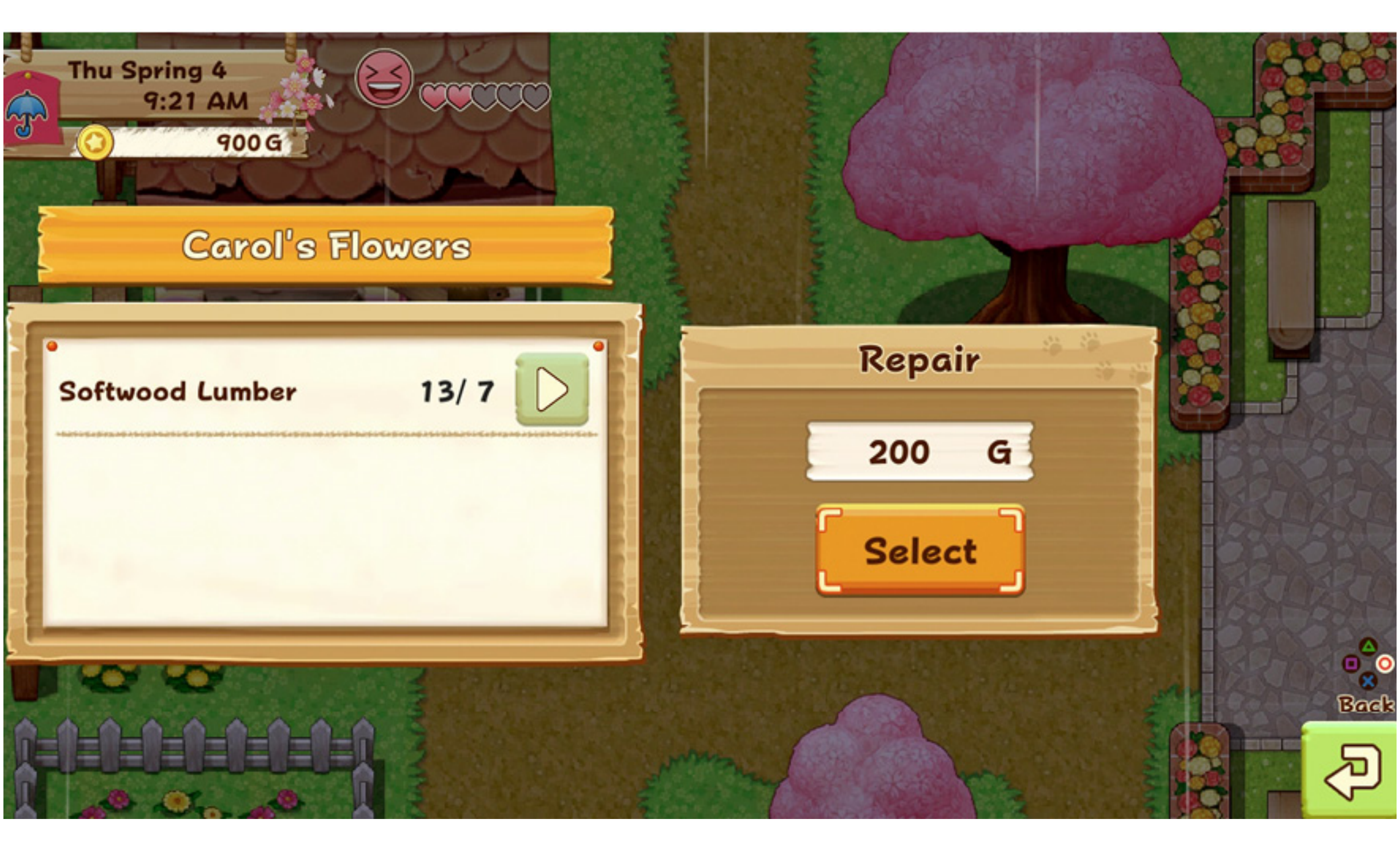
Thu Spring 4
7:21 AM
1,000G
Menu
Bag

Press the Action Button near a tree to chop it. You get 1-3x Softwood Lumber per tree you cut. Cut the stump for an additional one or two pieces of Softwood Lumber. Chop more trees than necessary, as you need a lot of Softwood Lumber going forward. Be sure to mind your Stamina.

Got Second Stone Tablet!

Return to town, approach Sam's General Store in the northwest corner, and perform the repair. Sam is so overjoyed, he decides to give you the **Second Stone Tablet** as a sign of his gratitude. Now that the store is repaired, you can now buy and sell a host of goods, including seeds.

Jeanne and Rowan comment on Sam and the Stone Tablet. Afterward, hurry off to the lighthouse and place the Stone Tablet in the panel. This time, however, nothing happens. Rowan believes you need to repair more buildings to encourage additional people to return to Beacon Town.

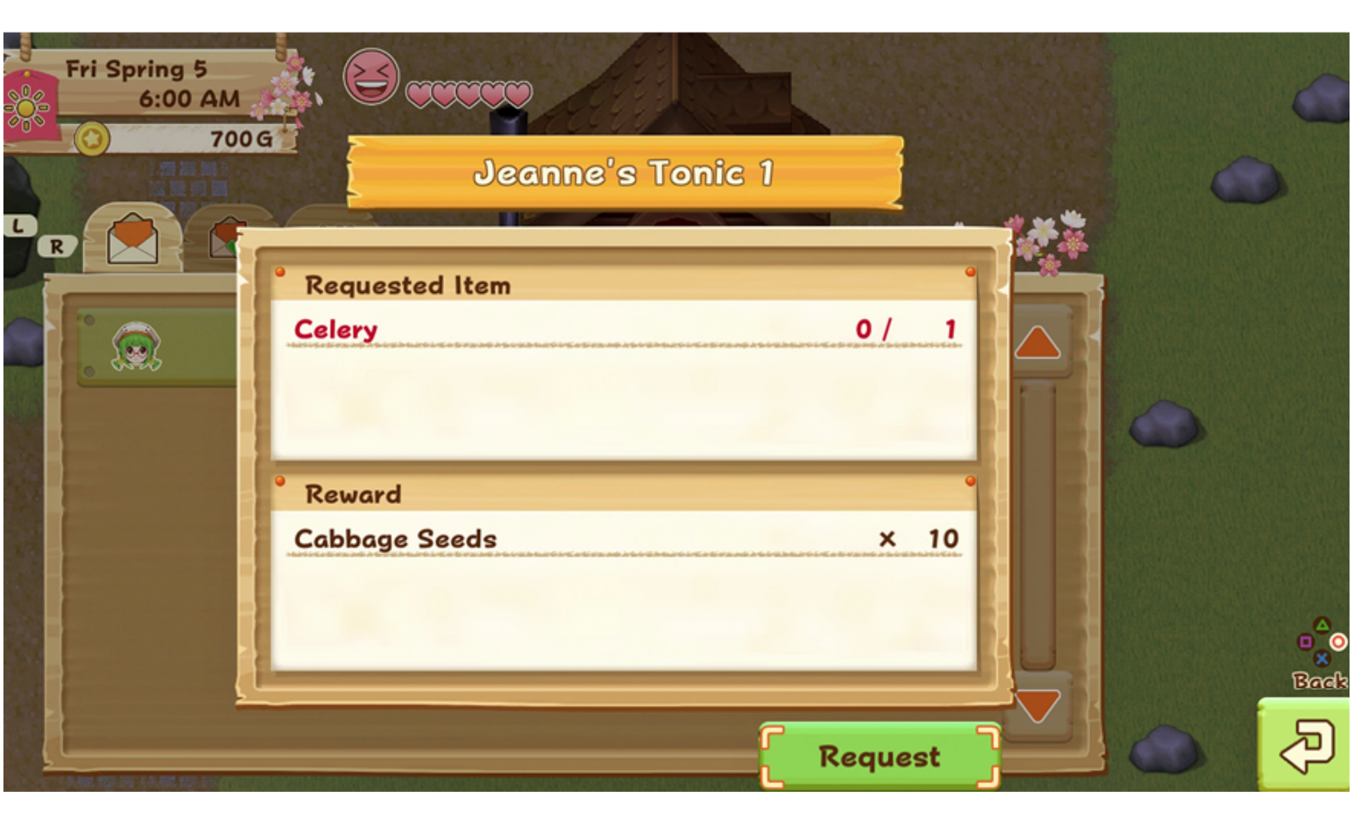


Softwood Lumber 13/ 7
200 G

Return to town and approach the building directly south of Sam's General Store. Carol's Flowers can be repaired next for 7x Softwood Lumber and 200G. Take a look around the area to get a feel for the repair costs of the other buildings in Beacon Town. The owners of Carol's Flowers won't return until tomorrow, so take the rest of the day to collect additional Softwood Lumber and pull weeds around your farm.

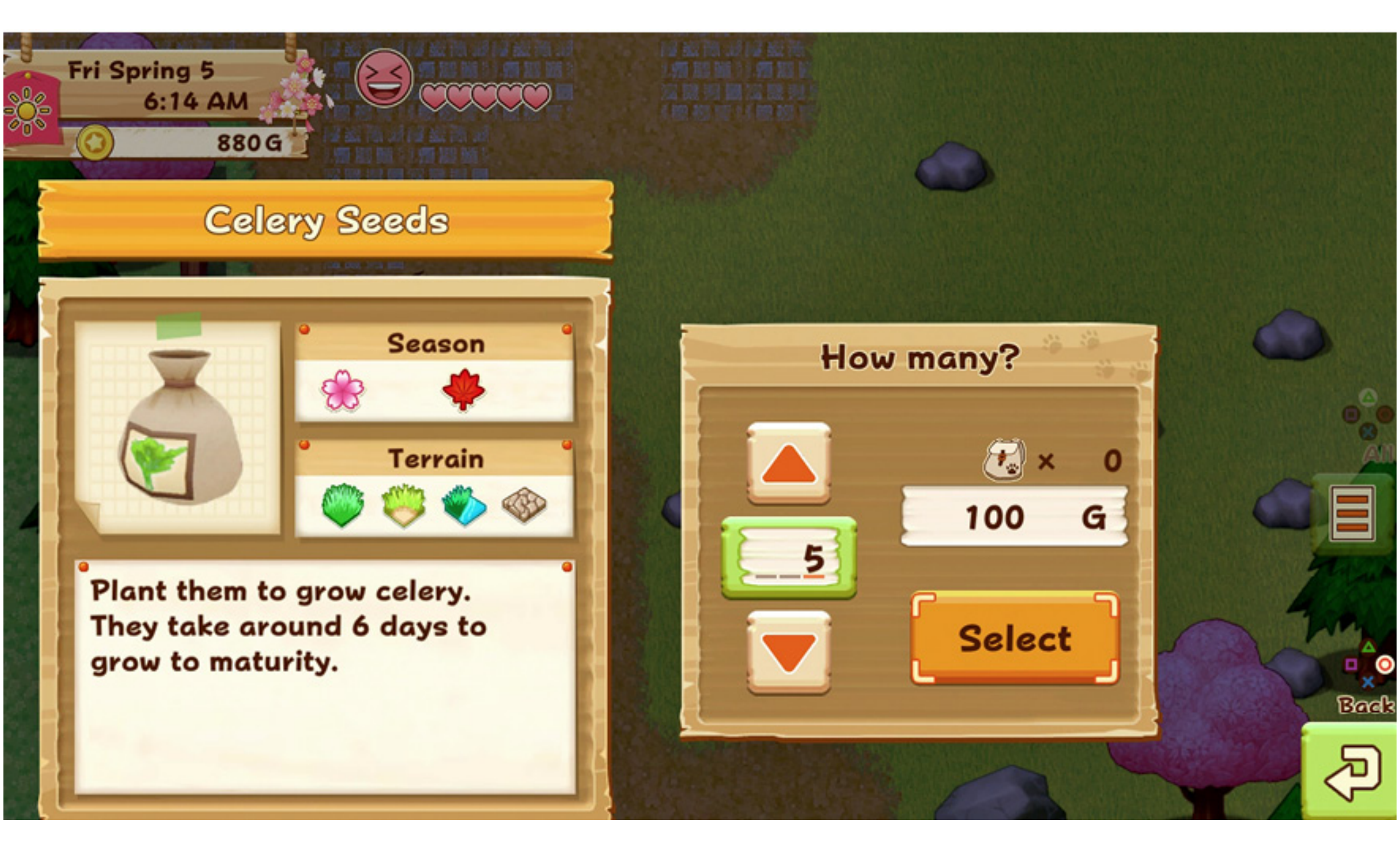
### Request Quests

Jeanne is waiting outside your house in the morning with your first request quest. Each of the villagers you meet mails requests to you, asking you to provide them with a crop, ore, fish, or other item in exchange for a reward. It's a great way to gain access to rare items, learn new recipes, and earn money. It also helps build relationships and increases affection. Fulfilling these requests occupies the bulk of the endgame experience, but it's never too early to get started. You can view the requests by pressing the Menu Button. This current request is titled "Jeanne's Tonic 1" and earns you 10x Cabbage Seeds in exchange for a piece of Celery.



Requested Item
Celery 0 / 1
Reward
Cabbage Seeds × 10

Being the traveling merchant that he is, Sam likes to switch up his location throughout the week. On Fridays, you can find him near your house, along the road leading south from the farm. Sell any Cabbage or Red Cabbage you find to Sam, but hold on to your flowers and Bamboo Shoots. Purchase several Celery Seeds, Onion Seeds, and Strawberry Seeds from him, but be mindful of how much money you have. Don't fall below 600G for now. Plant and water the seeds you purchase, then head south to Beacon Town.



Plant them to grow celery. They take around 6 days to grow to maturity.
× 0
5
100 G

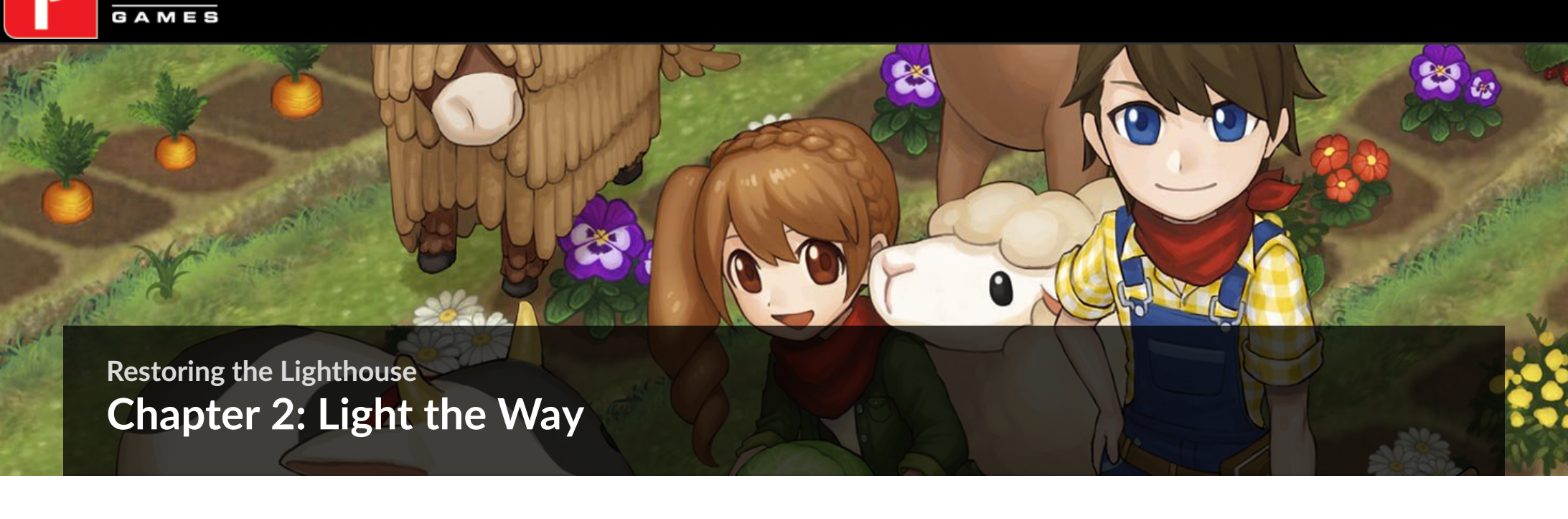
### Sam Loves Mutated Crops!

Always sell your mutated crop varieties (e.g. Red Cabbage) to Sam until you unlock the seeds for that variety. Though the numbers vary based on the crop, Sam eventually stocks the seeds for mutated crops if you sell him enough. For example, once you sell Sam 30x Red Cabbage (or a combination of Red Cabbage and Great Red Cabbage), you can buy Red Cabbage Seeds directly from him.

Carol and her son Dean have returned to Beacon Town thanks to you rebuilding Carol's Flowers. As a thank-you, Dean rewards you with 5x Marguerite Seeds and 5x Fertilizer. Blossom, the Harvest Sprite of Flowers, appears after Dean and Carol leave. If Rowan's theory is right, Blossom's power can combine with his to power the Stone Tablet you placed earlier. Take care of any other tasks you want to accomplish this day, then return to the lighthouse and give it a try.

### Favorite Gifts

It's never too early to begin giving the townsfolk of Beacon Town gifts in effort to raise their affection toward you. Affection is represented by the five Musical Notes shown near their name when you talk to them. One of the best ways to raise affection is by gifting villagers their favorite items. Blossom's favorite item happens to be Marguerites, so go ahead and give her one now. Though you can't marry a Harvest Sprite, increasing affection among all the villagers is necessary to achieve maximum popularity.



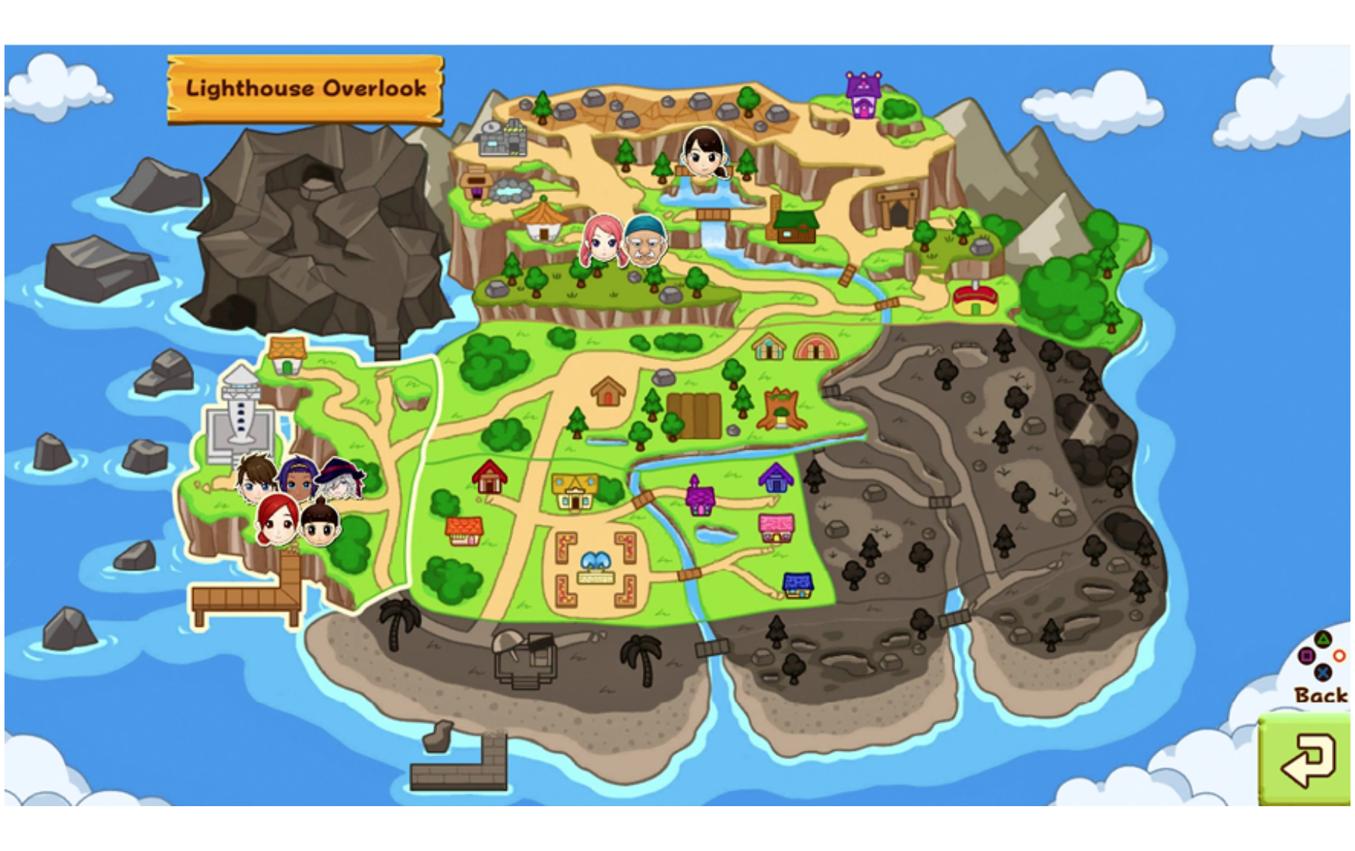
Restoring the Lighthouse

# Chapter 2: Light the Way

Rowan greets you on Spring 6 when you wake, to let you know the road to the mountain area north of your farm is open. Tend to your chores (watering plants and clearing rocks or weeds from your field), then head north. The mountain area is the largest zone on the map and has a number of bridges and buildings that need repairing. Naomi gives you a **Map of Beacon Town** that you can access via the Menu at any time.

### Townsfolk Tracker

You're unlikely to need the map to navigate around the island, as you'll soon have it committed to memory. But that's not to say the map serves no purpose. The map is extremely useful for seeing where the villagers are at any given time. Once you finish restoring the lighthouse, you can also use the map to warp to different areas around the island.



## Fragment in the Mountain

Follow the road north past the broken bridge to where a girl named Nova is petting a bobcat. She's thrilled to hear you've decided to live on the island. Immediately after she leaves, you find a **Fragmented Stone Tablet**. Rowan believes Nova dropped it. He's willing to help you place it at the lighthouse. Head there now.

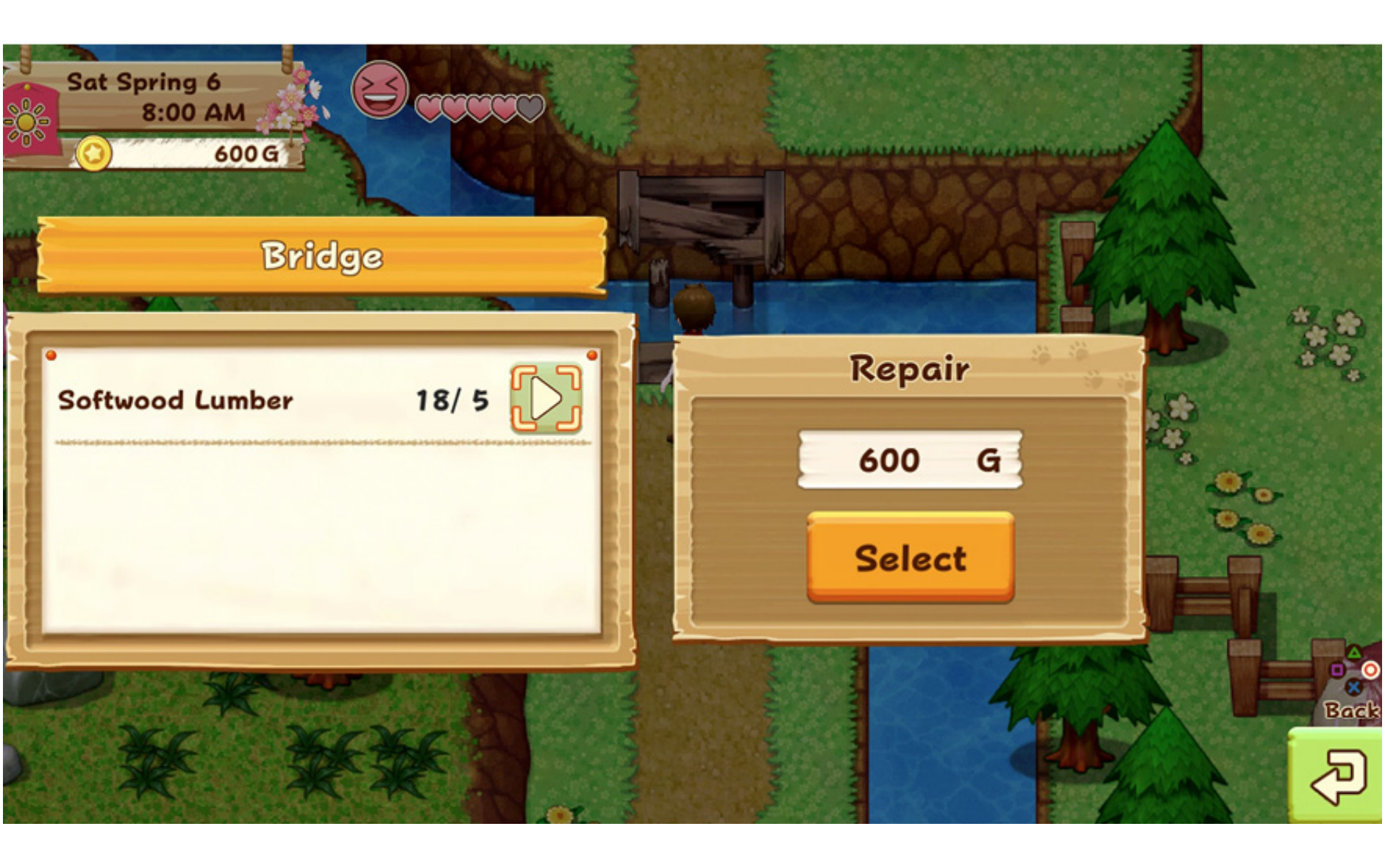
On the way to the lighthouse, you encounter a Mage named Edmond who has also been working to restore the lighthouse. Edmond senses the energy of water within the fragment and suggests you work together, though exactly how remains to be seen. Continue to the lighthouse and place the Fragmented Stone Tablet in the panel. Nova comes running up after you place it, in search of something she dropped. She too is hoping to restore the lighthouse and suggests searching for the missing piece of the Stone Tablet in the river. To do that, you need a Fishing Rod.

Nova

Yes, that! Oh, I'm so glad you found it.
Thank you, Pete!
This is really important to me!

## Open the Mine

There's a number of things you must do in order to get a Fishing Rod, and though it may seem unrelated, the first step is to get a Hammer, as you need a steady supply of Stone and other ore. Return to where you found the Fragmented Stone Tablet and approach the broken bridge leading directly north. Spend 5x Softwood Lumber and 600G to repair the bridge.



Softwood Lumber 18/ 5

600 G

Continue north up the stairs alongside the derelict building, then turn to the right to speak to the old man near the mine entrance. The mine's closed, but what the old man doesn't say is that he's willing to open it for you if you help him out. The way to do that is by repairing Gus's Smithy.

Rowan

This is where the blacksmith used to live.
He's kind of a grumpy guy, but when he comes
back, he'll be able to upgrade your tools!

Locate Sam and sell him any crops you have, as you need 20x Softwood Lumber and 500G to repair Gus's Smithy. Avoid selling any Bamboo Shoots or Tulips if you can. It's better to sell crops and Marguerites and extra Softwood Lumber for now. If it's Saturday, Sam should be located just north of the bridge you repaired. Sell enough material to get 500G, then repair the nearby building.

Now it's time to repair the boarded-up mine near the old man up the stairs to the right. Doing so costs 10x Softwood Lumber and 500G. You're probably too low on Stamina to chop enough wood to earn the 500G, but do what you can for now. Search the region for any forageable materials (flowers and edibles generally regrow every six to seven days) and use up the remainder of your Stamina by chopping additional trees, then head to sleep.

### Restful Sundays

Do any shopping you need done before Saturday evening, as businesses are closed on Sundays. You'll see the villagers out walking around on Sundays, but even Sam isn't willing to sell to you on his day off. You won't receive the money until the end of the day, but this is a good day to sell to the shipping bin.

Come morning, complete your chores, then return to the mountain to meet Gus's granddaughter, Melanie. Melanie is looking for her grandfather. She thinks he might be at the mine. Unfortunately, Gus doesn't speak with you until the mine is reopened. Chop as many trees as Stamina allows—Sam pays 20G per piece of Softwood Lumber, and you need Softwood Lumber for a number of other repairs.

Sun Spring 7
6:51 AM
255G

Melanie

Oh, by the way, have you ever met my
Grampy Gus? He's probably in the
mine again...

### Pet the Bobcat

There's a feral bobcat lurking about in the mountains, to the west of the mine entrance. Pet the bobcat whenever you're in the area to gradually befriend it. The bobcat eventually trusts you enough to allow you to bring it home as a pet, though you need to upgrade your house first.

Sun Spring 7
8:24 AM
255G

Perform a sweep of the lighthouse overlook area in search of Tulips, then speak with Edmond. Edmond asks if you've met his apprentices yet. Gareth and Tabitha don't return to town until you repair their homes, but don't worry about that until after you get the Fishing Rod. Return to your house and use the Shipping Bin to ship enough Softwood Lumber to net you at least 500G.

### Happy Birthday Gifts!

Is it Spring 7? If so, head to Sam's house after 10:00 a.m. and give him a gift. Sam is particularly fond of building materials. He really appreciates a gift of Softwood Lumber. Consult the poster at the back of the book for a full listing of every villager's birthday, along with upcoming festivals and holidays.

Repair the mine as soon as you have the resources to do so, then speak to Gus to get his **Hammer**. He wants you to find him some Iron Ore in the mine, but you can keep whatever else you find. Use the Hammer to smash the crystals on each floor to gather various ore, building materials, and rare gems in their crystalline form. Once the floor is free of crystals to smash, use the Hoe to dig up the floor in search of a ladder leading down to the next level. The ladders can be anywhere, but they're generally not within three squares of the ladder leading up to the higher level. They're also typically close to a wall.

Mon Spring 8
6:54 AM

Gus

Here's the thing, Pete.
I'll lend you this hammer. So, you think you
can mine up some iron ore for me?

### Magentocrystal?

The first thing you see upon entering the mine is the one and only Magentocrystal. This rare crystal (unique to the Special Edition version of the game) contains a secret. Once home, set it in your house and rub it each day to polish it. Its true identity will become apparent before long. Check out the **Meet Your Neighbors** chapter for full details on how to put the Gem Sprite to use in helping you on the farm!

The first five levels are the smallest of all and only have one crystal in each. The floors in the mine are contained in groups, with checkpoints every five floors (Level 1, 6, 11, 16, etc.). Climb the ladder to exit at any time. When you return, you can begin mining from any checkpoint. There are 100 floors in the mine, with the deeper levels yielding the rarer and more valuable ore. The deeper levels are also much larger. Monitor your Stamina—searching for an exit can drain your Stamina fast—and make your way to Level 6 or, if possible, Level 11. We recommend leaving as soon as your Stamina drops to half a heart.

Exit the mine and give Gus a piece of Iron Ore. The cutscene continues at Gus's Smithy, where Melanie explains how you fixed the house. To show his appreciation, Gus lets you keep the Hammer.

Mon Spring 8
7:30 AM
155G
Level 2
Bag

Outside, you meet Flint, another Harvest Sprite. Flint tells Rowan that he may have given Dewy the Stone Tablet when he went fishing. Flint's a sleepy fellow, and a bit forgetful, but he's pretty sure the Stone Tablet was last seen near the water. All the more reason for you to find a Fishing Rod! Rowan also suggests repairing the inventor's house, your next task!

### Building Materials

Though some houses can be repaired with plain, ordinary Stone, most repairs require Material Stone, Glass Material, or processed metals like Iron, Bronze, and Silver. Bring raw materials found in the mine to Gus and pay to have him process them. Building materials require three pieces of raw material in order to create one piece of usable material. For example, the bridge above the waterfall near Gus's Smithy requires 10x Material Stone to repair, which means you have to pay Gus to process 30x Stone into 10x Material Stone. Check the **Mining for Profits** chapter for full details on the value of processing ore into gems.

## An Inventor's Apprentice

Cross the stream to the south of Gus's Smithy and follow the path west toward the Hot Springs, where you meet Doc, the inventor Rowan referenced. Doc insists on you becoming his assistant and instructs you to repair his house for him. An inventor like Doc comes in handy once you find the other piece of the Stone Tablet, but you're likely to need a lot more materials and money to repair Doc's Architects. Gather up any Bamboo Shoots you see and head to the mine if Stamina allows. Mine your way down from Level 6 to Level 11 in search of Iron and Glass (or deeper, to Level 16). You need a total of 30x Stone, 9x Iron Ore, and 6x Glass Material to process into the items required to repair Doc's Architects.

### Mining for Profit

The easiest way to accumulate money in the game is to mine ore from the deeper levels of the mine, process them at Gus's Smithy, and sell them to Sam (or the Shipping Bin) for huge profits. You need some money to get started—processing ore into gems isn't cheap—but you quadruple every dollar spent! It's possible to earn tens of thousands of dollars in the mine with just a few minutes' work!

Come morning, use the Hammer to smash as many rocks as you can, both around your house and in the field north of the farm, up the steps to the left of the well. The Hammer can only break the smallest rocks at this stage; you need to upgrade it to break the larger boulders. Once you have enough Stone, head to Gus's Smithy and process 10x Material Stone along with any gems, Bronze, and Silver you have that can be sold to Sam. Then you should be ready to repair Doc's Architects.

Return to the mountain the next day to meet up with Doc. Doc leads the way to his lab, where he insists on borrowing the Fragmented Stone Tablet from you to inspect it. You can't say no but needn't worry. Doc knows just how to repair it when the time comes. Doc's Architects is where to go when you're ready to upgrade your house, barn, and other buildings.

## Gone Fishin'

Now that the mine is open, and Doc's Architects has been repaired, it's time to secure a Fishing Rod. There's an aristocrat's house in Beacon Town, directly north of Naomi and Sally's home. The house belongs to Cyril, a fishing aficionado, and the only way to get a Fishing Rod is by repairing his house. If you've foraged three Tulips (and haven't sold them), this should be relatively quick. Otherwise, you need six days to grow Tulips. The seeds can be purchased from Carol, but don't fertilize them, as you don't want them mutating to other colors. You need standard Tulips or Great Tulips to repair Cyril's house.

### Play at Your Own Pace

Veterans of the series may be accustomed to maximizing each day's productivity in effort to squeeze every last task from their Stamina meter while always being on the lookout for ways to find a little more profit from the day. That's not necessary in *Harvest Moon: Light of Hope*. Though there's nothing stopping you from diligently reaping as much from each day as possible, there's also no harm in playing it slower, heading to sleep early, and taking your time. It's all up to you!

If you're waiting for Tulips to grow, busy yourself through mining and by repairing some of the other bridges and buildings. We recommend repairing the bridge near the well in the southeastern corner of the mountain area. Cross the bridge and repair Sofia's Livestock. Now, once you repair your Chicken Coop and Animal Barn, you can purchase animals to raise (consider purchasing a cow and sheep first). Calvin, the Harvest Sprite of Animals, appears if you purchase any livestock for the Animal Barn.

You can also repair Tabitha's and Gareth's houses. These are the two apprentices Edmond has been talking about and are located on the eastern part of town. Return to town the next day to meet them.

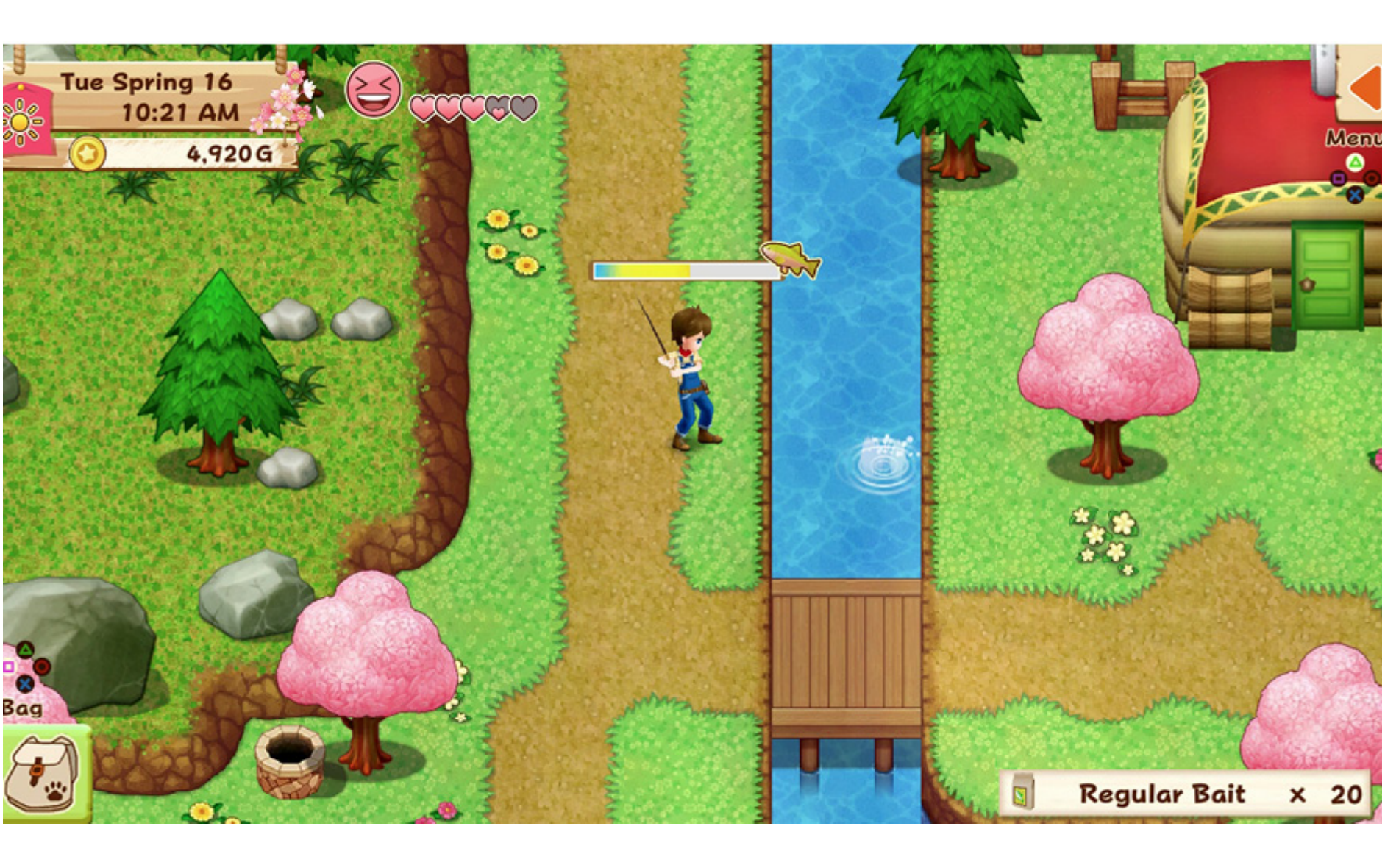
### Grow Those Strawberries!

You need Strawberries in order to find the fourth Stone Tablet, so plant some Strawberry Seeds if you haven't already. If you've already begun harvesting them, hold on to several. Sell any Great Strawberries you harvest to Sam, but keep the others.

Cyril shows up outside your home the morning after you repair his house in town. He's quite hungry and would much appreciate you offering him some food. Select a fruit or vegetable from your Bag and gift it to him. Cyril offers you the **Fishing Rod** in return.

Tue Spring 16
7:11 AM
5,120G

Approach the stream near your farm or the creek in the mountain and use the Fishing Rod. You don't need any bait for now, though it's not a bad idea to buy Regular Bait from Sam. Either way, reel in your hook and cast again if no fish shadows appear. Watch the shadows and wait for a fish to tug on your line. Fish typically tug four or more times before they bite the hook. Wait for the "!" to appear, then rapidly tap the Action Button to reel it in. The first thing you reel in, regardless of where you fish, is the missing **Stone Tablet Fragment**.



Dewy, the Harvest Sprite of Water, appears once Rowan arrives. After a brief misunderstanding about littering and a lesson about Gorgan, King of the Underworld, you're free to take the missing piece to Doc.

## Special Adhesive Needed

Doc is able to fit the Stone Tablet Fragment with the larger piece, but none of his glues work. He needs 3x Iron Ore and 5x Glass Material in order to make a glue that will stick. None of these materials need to be processed by Gus, and you can find plenty of Iron Ore and Glass Material in Levels 6-10 of the mine. Get mining at once, then return to Doc with the necessary components.

Doc

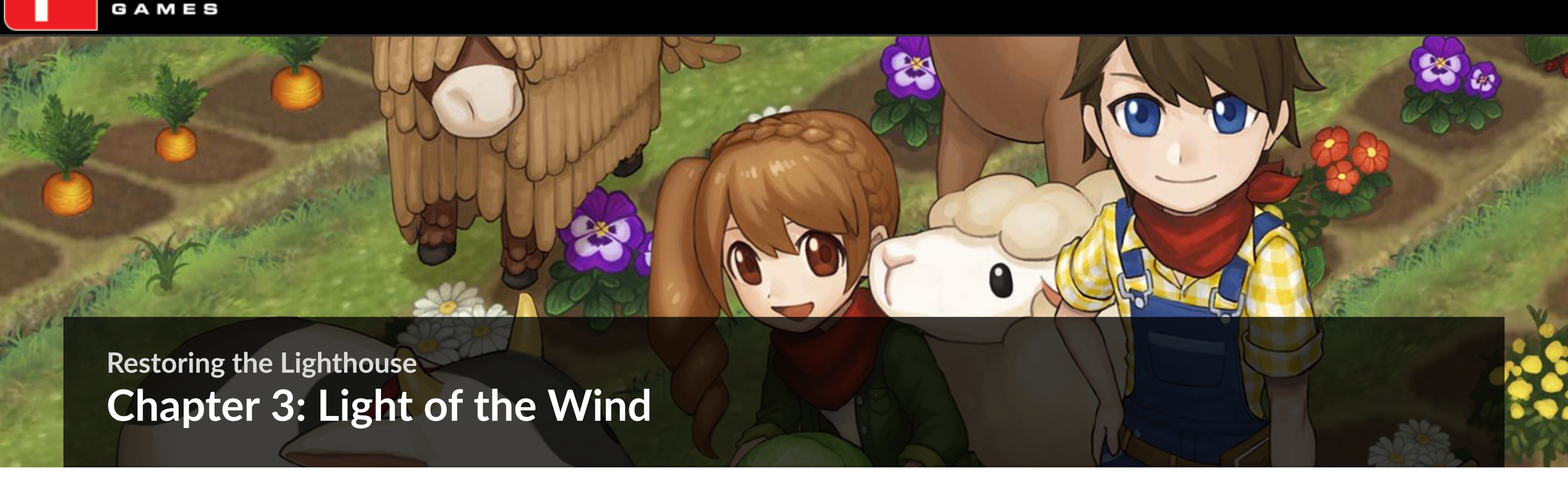
Haw haw haw! Hee hee hee!
I am such a genius! The stone tablet is
back to its former, complete shape!

Collect the **Third Stone Tablet** from Doc and head to the lighthouse. Rowan, Blossom, and Dewy assist you in placing it in the panel, and thanks to Doc's handiwork, the lighthouse gets one step closer to recovery.

Edmond

There's something I need to talk to you
about. But for now, will you come with
me to the lighthouse?

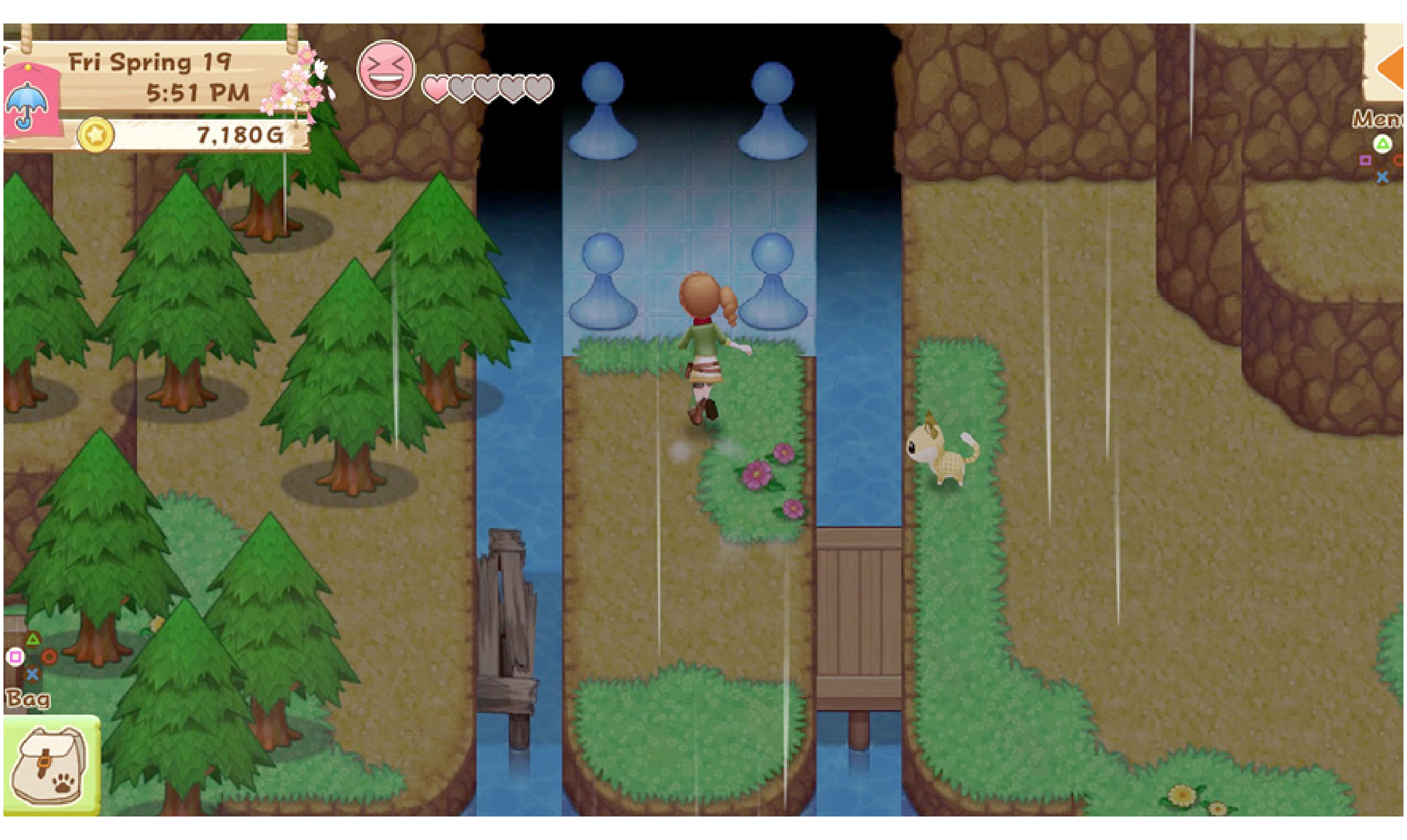
That night, Edmond interrupts your sleep and asks you to come to the lighthouse. There, he reveals the secret truth about the power of the lighthouse, the great storm that blew the Stone Tablets away, and the energy of the island. Edmond wishes to divine the location of the remaining tablets at Harvest Goddess Spring, high in the mountains, but he needs help. You must repair Tabitha's and Gareth's houses in Beacon Town if you haven't done so already.



Restoring the Lighthouse

# Chapter 3: Light of the Wind

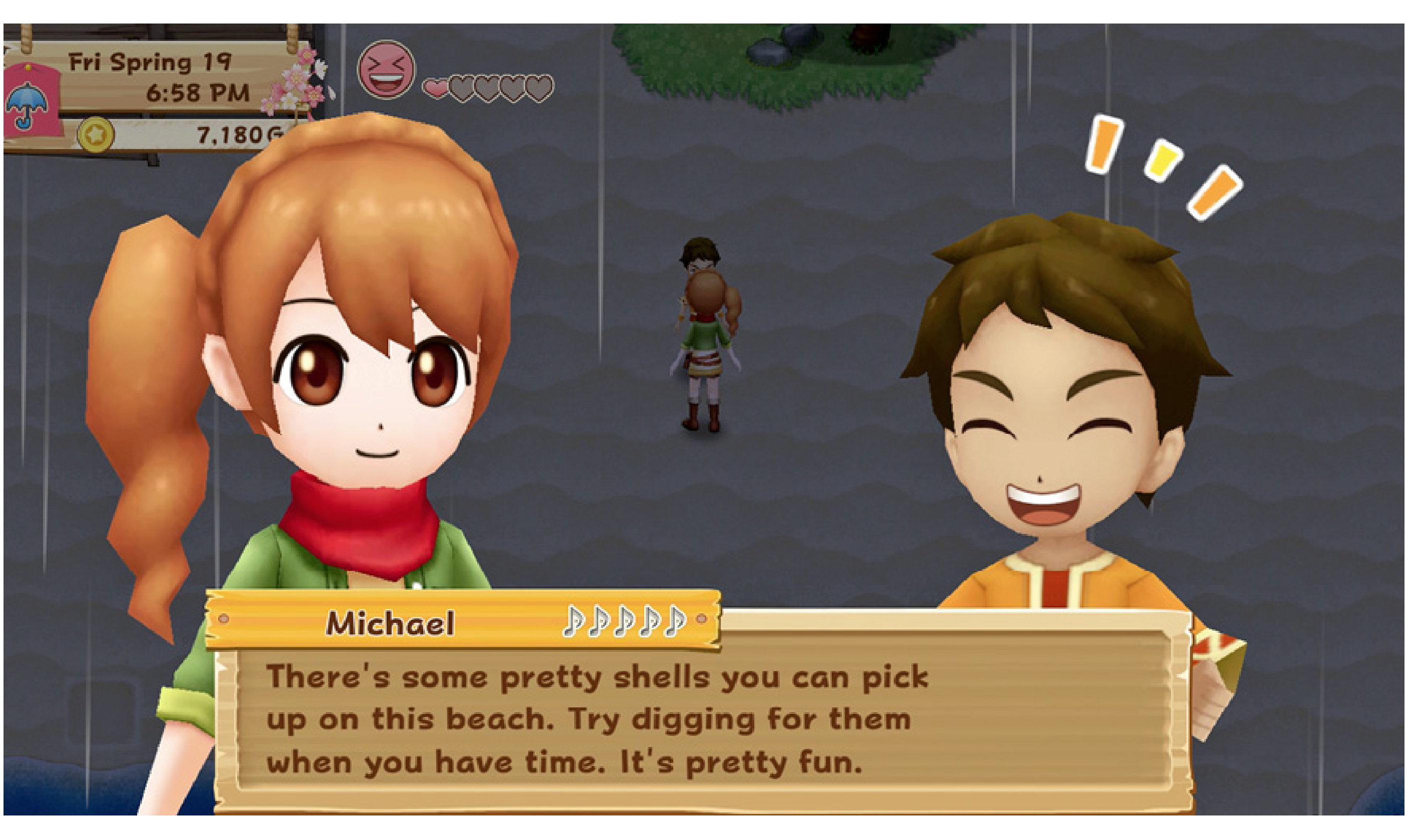
Once you've met Tabitha and Gareth, it's time to head to the Harvest Goddess Spring in the north of the mountains. Make your way to where the bobcat resides and enter the cave near the four blue columns. This is the Harvest Goddess Spring.



Edmond combines forces with Tabitha and Gareth to divine the locations of the two remaining Stone Tablets. One is being held by the Harvest Goddess herself, while the other remains hidden. Edmond wants you to focus on finding the Harvest Goddess first and asks you to let him know if you find any clues.

## Blue Bird of the Night

The beach south of town is now open. There isn't much for you to do just yet, but take a minute to go have a look. Forageable flowers grow there—including Tulips—and you can dig in the sand for Seashells and Pretty Seashells, both of which make great gifts. Though you can cast for fish off the beach, it's only possible to catch fish from the stone bridge (fishing pier).



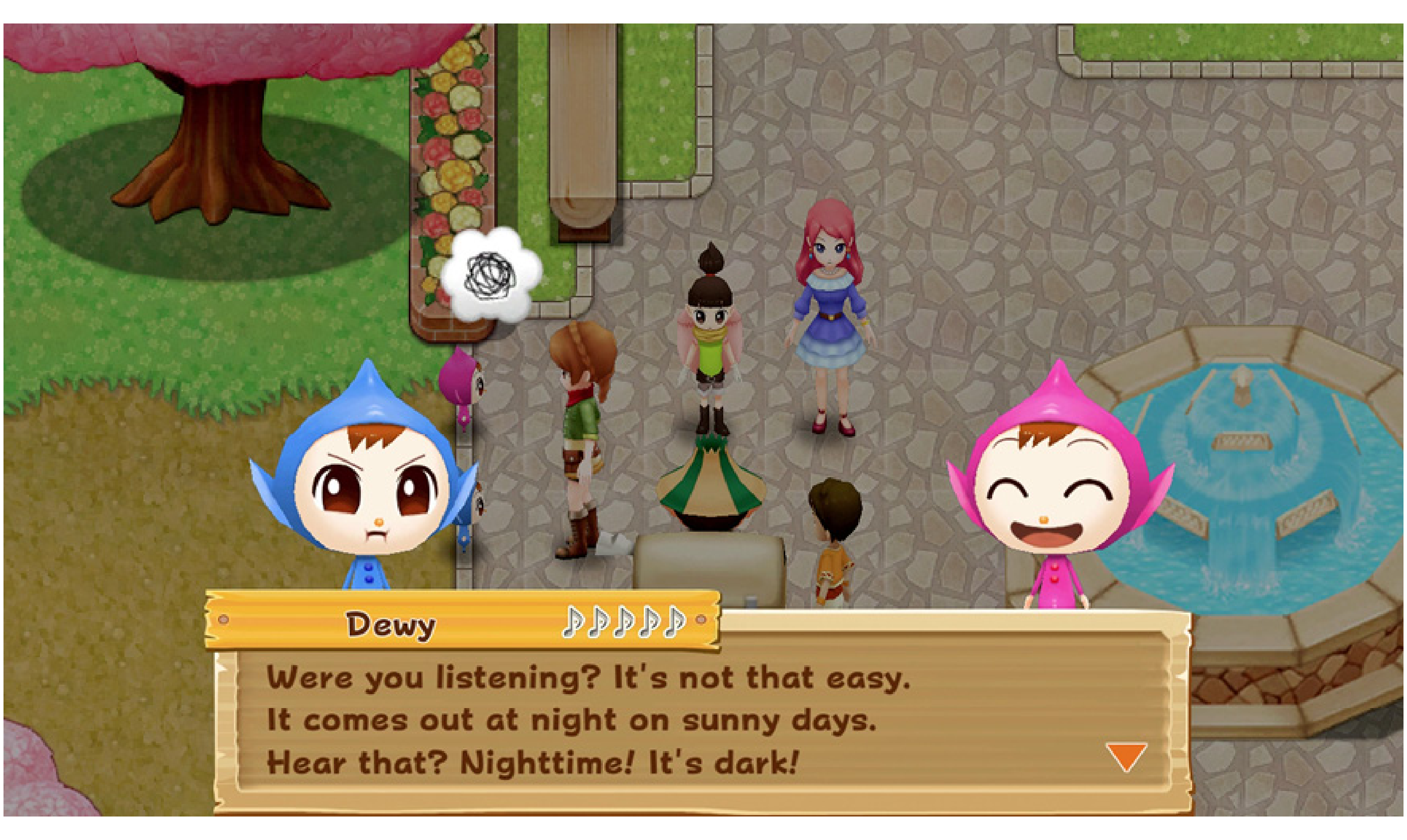
**Michael**

There's some pretty shells you can pick up on this beach. Try digging for them when you have time. It's pretty fun.

### Get Cooking!

Once you repair Bastian's Restaurant and return to town the next day, Bastian and his daughter, Elise, give you the Grilled Fish Recipe as a token of their thanks. Purchase Salt from Bastian inside the restaurant, then head home and grill the fish you catch.

Use the map to monitor the whereabouts of the townsfolk, and head to Beacon Town when you see Sam and Michael both at the town square. Together with Sally and Melanie, they tell you about the Blue Bird that visited Azure Rock on the beach. Legend has it that the Blue Bird only comes out at night after a sunny day. If it's raining or you end up going to bed early, don't worry. Blossom greets you in the morning on the next sunny day to remind you to stay awake and visit the beach at night.



**Dewy**

Were you listening? It's not that easy.
It comes out at night on sunny days.
Hear that? Nighttime! It's dark!

### Buy a Dog

You can purchase a dog from Sofia for 8000G once you sufficiently raise her affection toward you. Consider giving Sofia gifts each day until the dog is available. She takes it to your house, helps you name it, and teaches you how to care for it. Ultimately, you want to pick it up each day and keep it fed. The better you care for it, the better it responds to your commands during the Dog Race events.

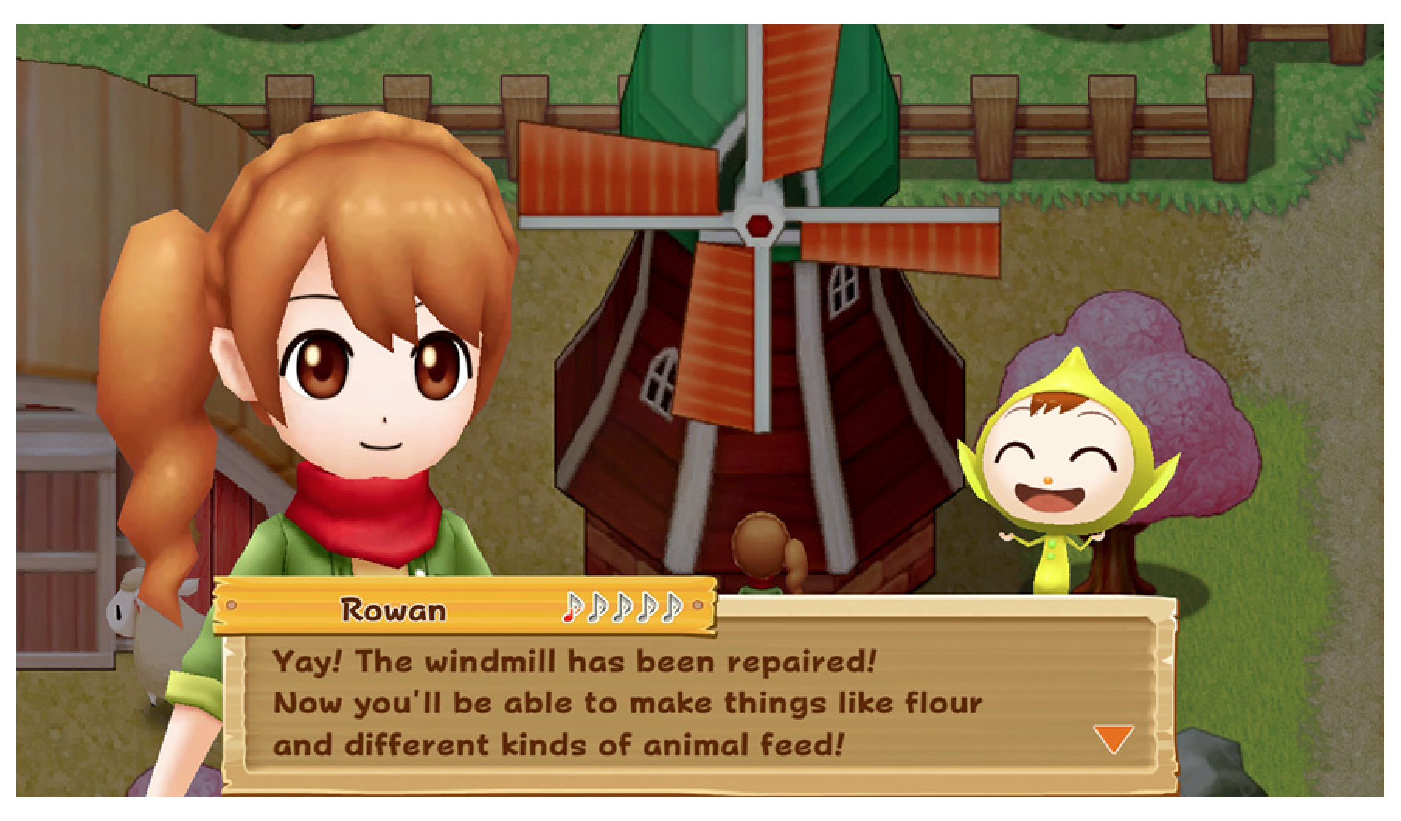
Mon Spring 22
9:29 AM
3,880G
Menu
Bag
Animal Feed × 32

Busy yourself by planting crops, fishing, mining, or digging up Seashells until 6:00 p.m. rolls around. As soon as it does, you automatically stop what you're doing and travel to the beach near Azure Rock. The Blue Bird doesn't show up, but Blossom suggests you talk to someone who knows more about animals.

The next morning, head to the mountain and speak to Gabriel near Sofia's Livestock. Gabriel gives you the Delicious Animal Feed Recipe, which can be made at the Windmill. If you haven't repaired the Windmill to the right of the Animal Barn yet, this is the time to do so. It costs 20x Softwood Lumber, 2x Iron, and 1000G. Delicious Animal Feed requires Flour, Strawberries, and Milk. Hopefully you've already purchased a calf that is on its way to becoming an adult, Milk-producing cow.

Gabriel stands outside your house until you're ready to encounter the Blue Bird. Speak to him as soon as you manage to procure the Delicious Animal Feed. You only need a single batch.

Chances are, you're going to have some downtime as you wait for a cow to produce Milk. Take this time to dig deeper into the mine, and use the profits to purchase upgraded tools (focus on obtaining the Expert Axe, Expert Hoe, and Expert Hammer first), and to acquire the money needed to upgrade your house. Plant at least twenty Sunflowers and Cosmos, and mine the ore in Levels 21-31 repeatedly for Mithril and Orichalcum. The Expert Axe allows you to cut Hardwood trees, which makes numerous repairs possible. Consider repairing the Hot Spring next, as a soak in the thermal pool replenishes Stamina for free!



**Rowan**

Yay! The windmill has been repaired!
Now you'll be able to make things like flour
and different kinds of animal feed!

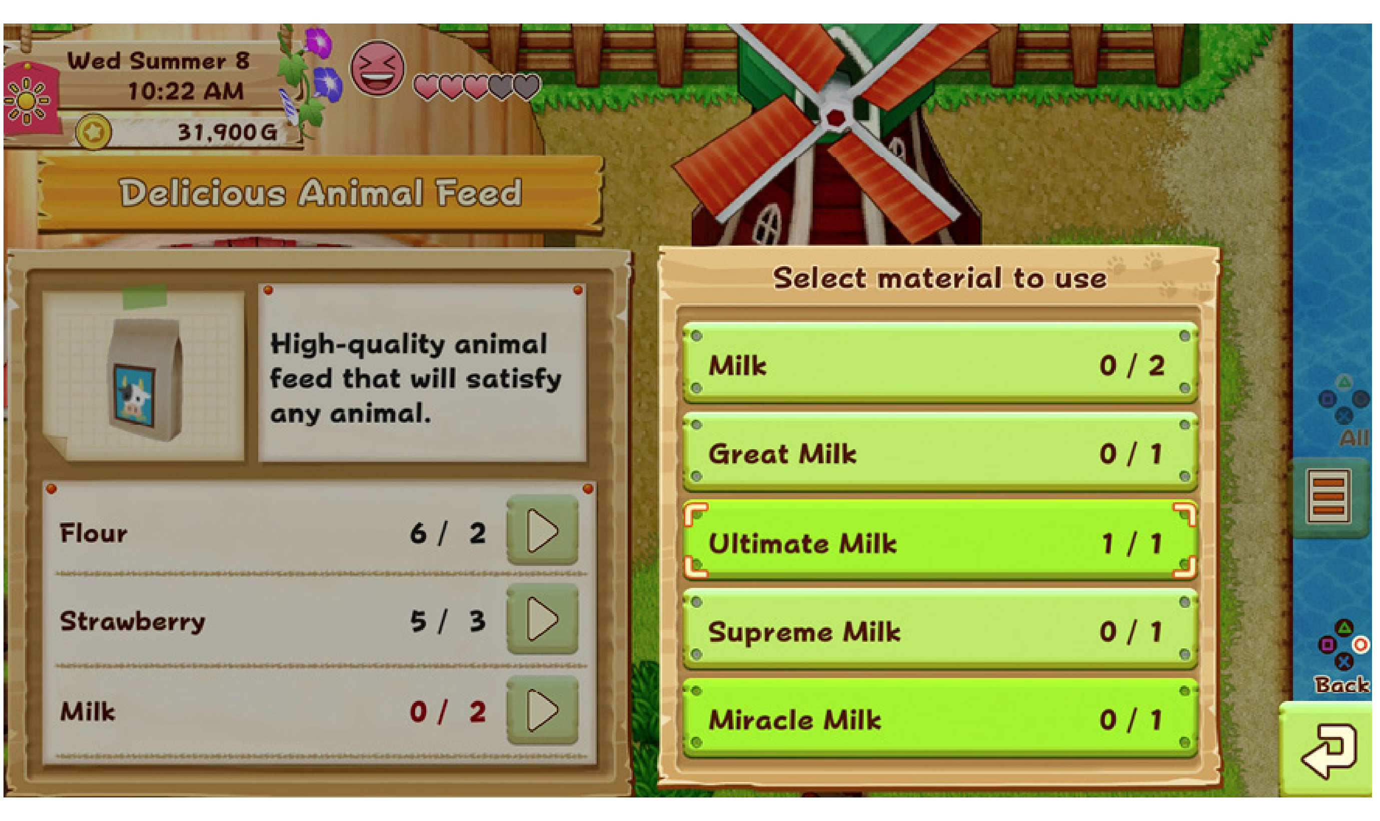
Wed Spring 24
6:01 AM
5,080G
Menu
Bag

Once you collect the Expert-level tools, use them to expand your planting fields in the farm and mountain areas. Summer should be around the corner, so plant an abundance of Corn and Hot Peppers, both of which continue to provide you with harvestable crops through the summer and fall. With the seeds sown, head to the mine and plumb the depths down to Level 61 with the Expert Hammer and Expert Hoe. This should net you the riches needed to upgrade the house and also the fishing pier on the beach. This is also a good time to purchase a donkey if you haven't yet done so.

### And Roses are Blue?

You need 8x White Roses and 8x Blue Roses to upgrade the tools to Master level, so plant them as soon as you can (they take twelve days to grow). Plant more than you need and give them plenty of Fertilizer to ensure they grow out of season. Farming and mining get much easier once you have Master tools. Carol has White Roses available as early as Summer 1, but Blue Roses aren't available until you reach Chapter 4.

Don't fret if your cow yields a higher-quality Milk the first time you milk it, as Delicious Animal Feed only requires one unit of higher-quality Milk as opposed to two units of standard grade. Activate the button in the material list to select the Milk you have. Bring the Delicious Animal Feed to Gabriel.



Delicious Animal Feed

High-quality animal feed that will satisfy any animal.

Flour 6 / 2
Strawberry 5 / 3
Milk 0 / 2

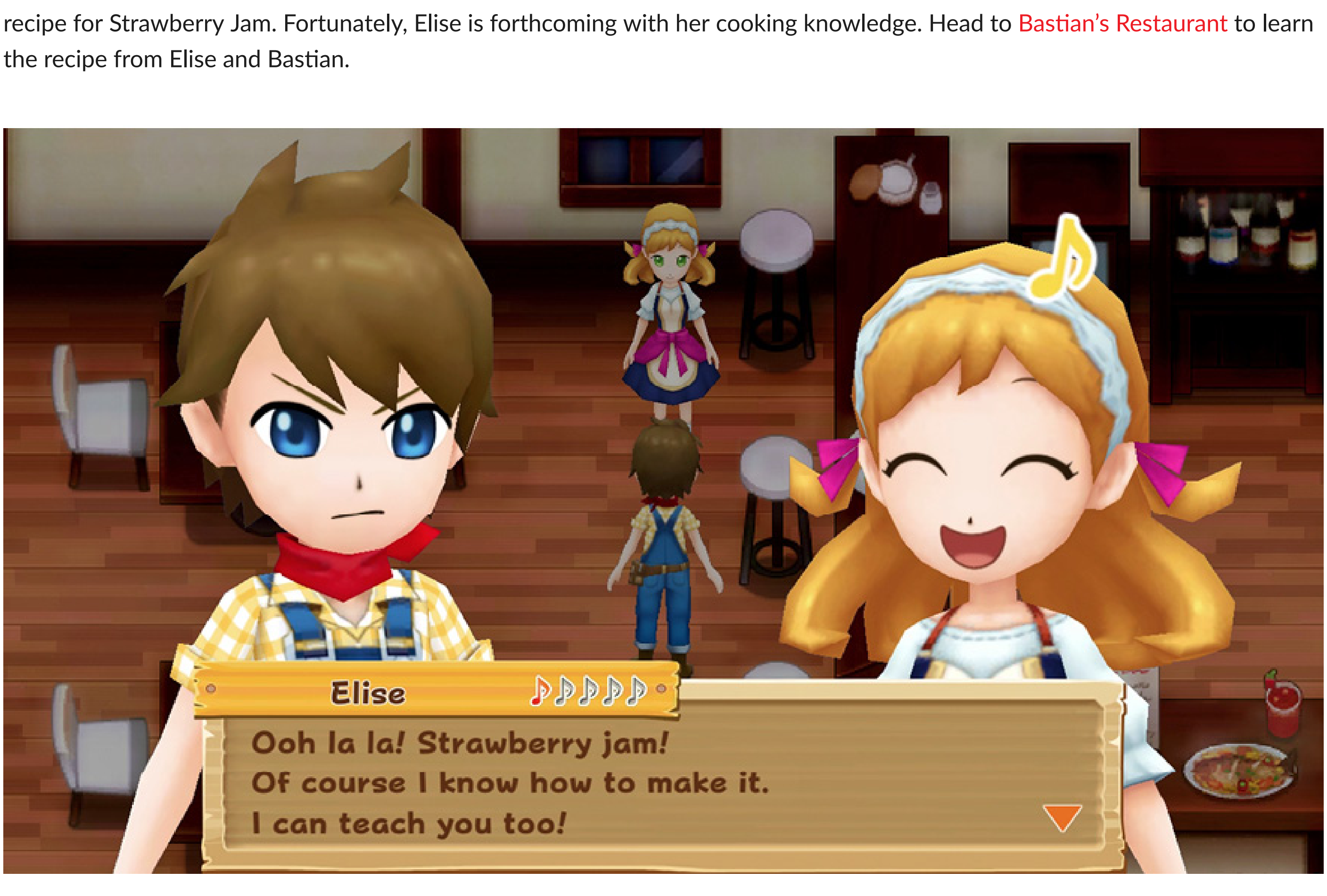
Select material to use

Milk 0 / 2
Great Milk 0 / 1
Ultimate Milk 1 / 1
Supreme Milk 0 / 1
Miracle Milk 0 / 1

Gabriel continues to stand near your mailbox, but he would like to accompany you to Azure Rock. Wait until after 6:00 p.m., then head to the beach area to meet the Blue Bird. The Blue Bird retrieves the apple from Azure Rock, which turns out to be Woody, the Harvest Sprite of Wood. And Woody has an idea.

## A Craving for Strawberry Jam

Woody instructs you to bring Strawberry Jam to the Harvest Goddess Spring. The first step in accomplishing this is to learn the recipe for Strawberry Jam. Fortunately, Elise is forthcoming with her cooking knowledge. Head to Bastian's Restaurant to learn the recipe from Elise and Bastian.

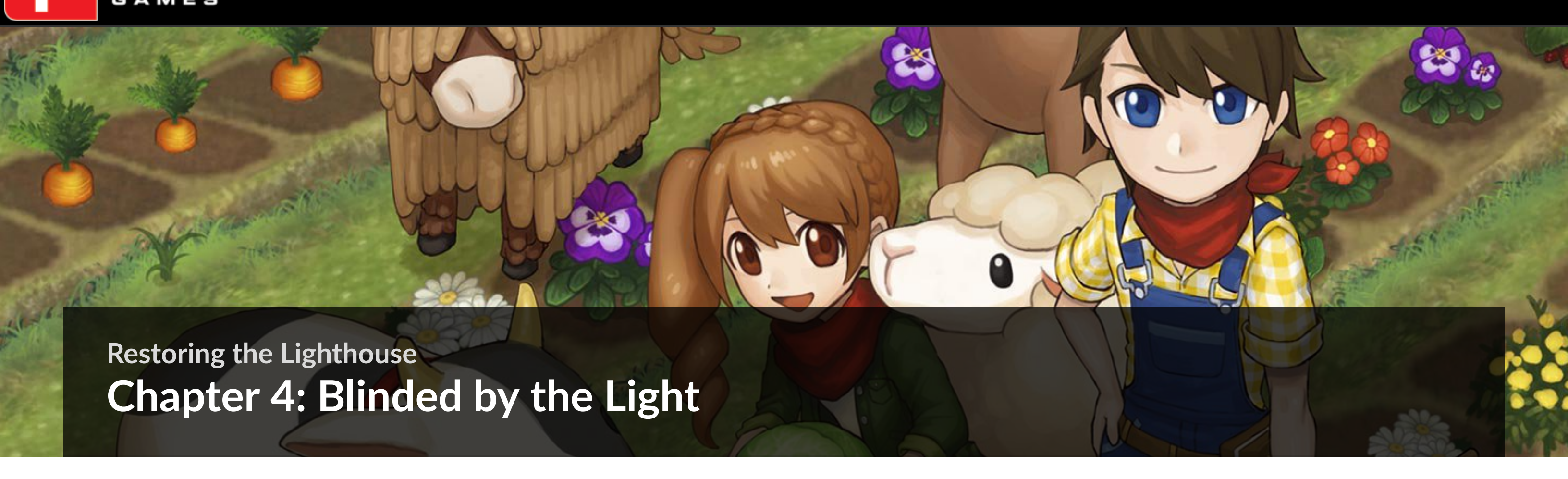


**Elise**

Ooh la la! Strawberry jam!
Of course I know how to make it.
I can teach you too!

Strawberry Jam requires a single Strawberry and one unit of Sugar. Go home and use the kitchen stove to cook the Strawberry Jam Recipe. Once done, head to the mountain and enter the Harvest Goddess Spring north of the waterfall. The Harvest Sprites commences praying with the Strawberry Jam, thereby returning the Harvest Goddess to the island. The Harvest Goddess then explains why she turned into a Blue Bird, among other things. She also presents you with the **Fourth Stone Tablet**.

Hurry to the lighthouse and place the Stone Tablet in the panel amongst the others. Thanks to the powers of the Harvest Sprites, the lighthouse gains its fourth light. Woody has an idea where the final Stone Tablet is being held. Follow Woody through the shimmering arch to meet the Harvest God. After some discussion of Gorgan and the storms that have ravaged the island, the Harvest God presents you with the **Fifth Stone Tablet**.



Restoring the Lighthouse

# Chapter 4: Blinded by the Light

With the final Stone Tablet destroyed by a freak lightning bolt, the Harvest Sprites—and you—have no choice but to return to the Harvest Goddess Spring and consult with the others. Edmond and the Harvest God and Goddess discuss the matter, but it's Nova who ends up suggesting your next move.

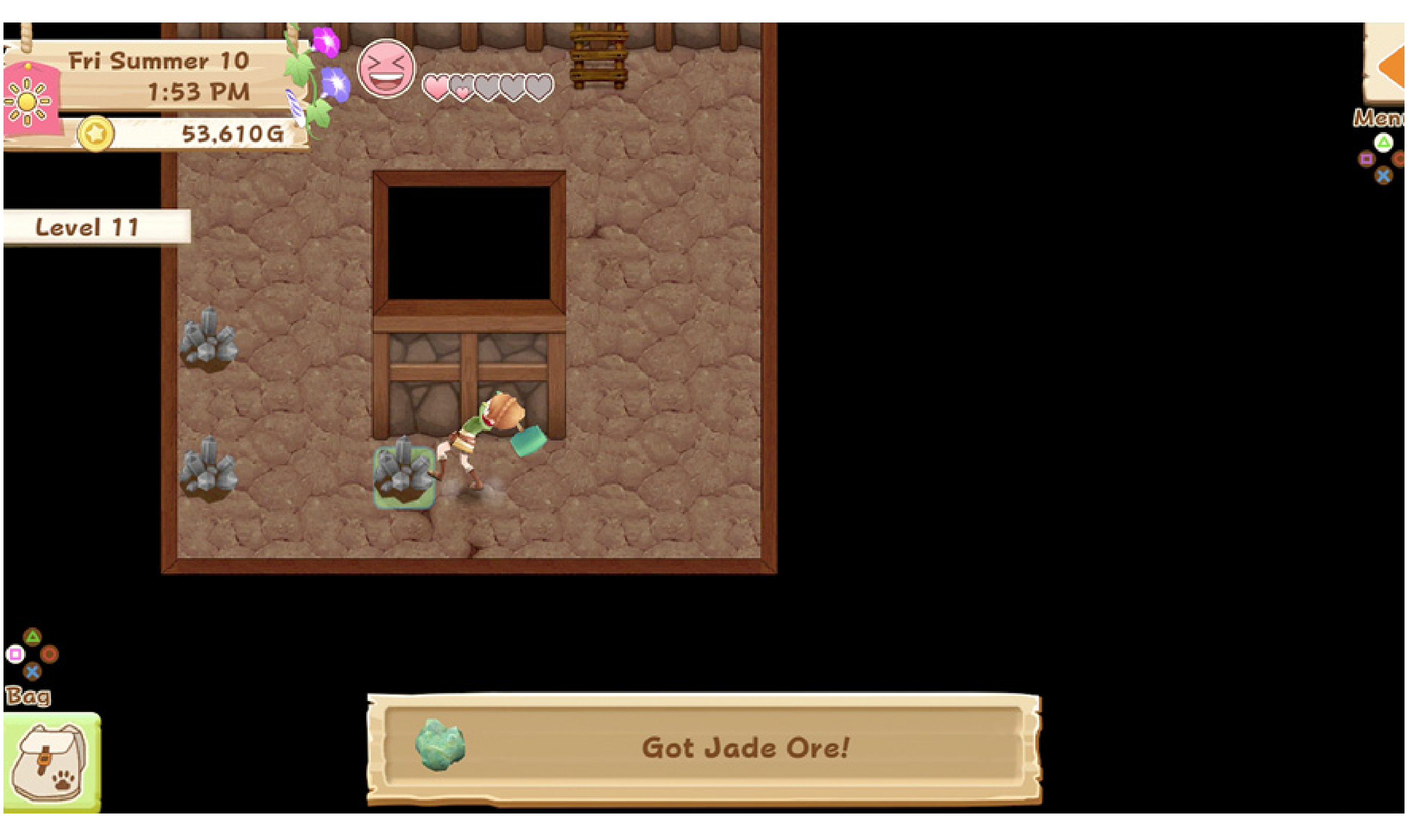
## Doc's Creation

Visit Doc to see if he has any suggestions on what to do about the missing Stone Tablet. Doc believes he can manufacture a replacement Stone Tablet, but he needs 2x Jade and 10x Stone to do so. He also wants you to bring him a flower, for unrelated reasons.

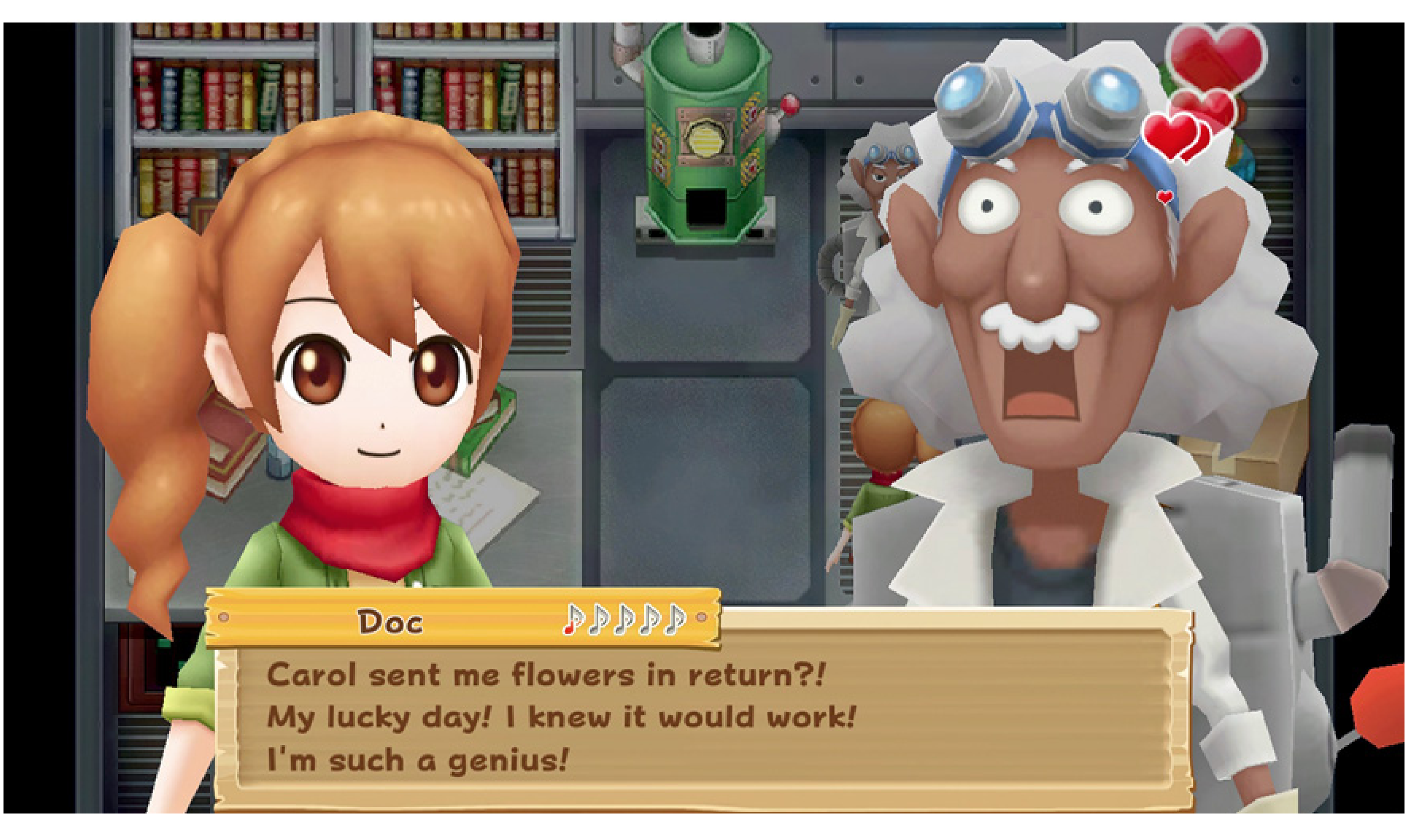
### Seasonal Flower Pickings

Doc requests a flower of the current season. You'll likely reach this stage of the game during summer, in which case he requests a Sunflower, which can be foraged. He requests a Pink Rose in the spring, a Cosmos in the fall, and a Blue Rose in the winter.

You shouldn't have any trouble acquiring 10x Stone, especially with the Expert Hammer, but you'll likely need to head to the mine for Jade. Take a moment to store any extra Fertilizers, feed, bait, and Cornmeal you have in the Fertilizer Bin and Windmill. Sell some of your items to Sam, Carol, or Bastian to free up inventory slots in the Bag if you haven't upgraded the house yet. Once you're ready to head to the mine, enter at Level 11 for the best chance to find Jade. Collect 2x Jade, then bring them to Gus for processing. Return to Doc once you have all the items he's requested.

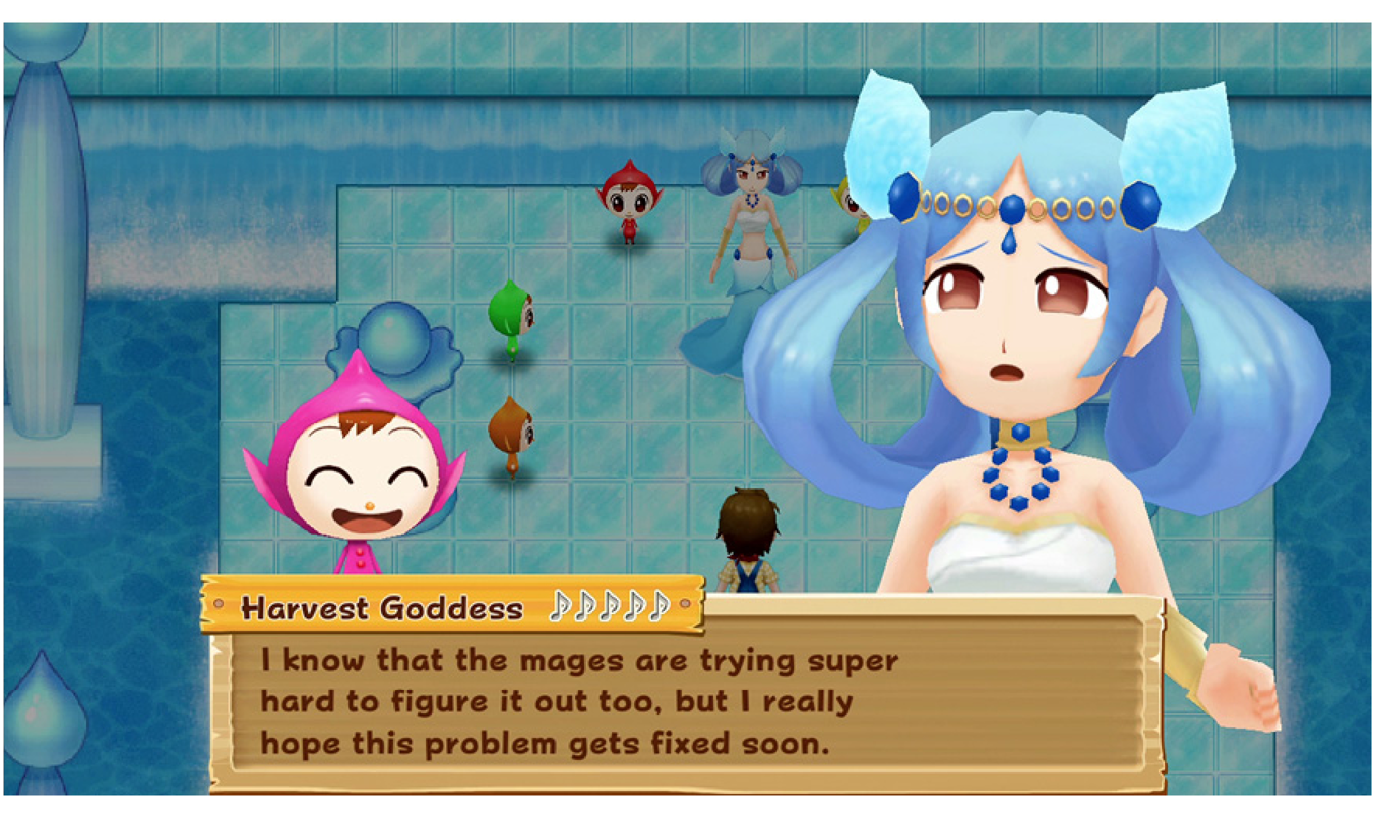


While Doc works on creating a replacement tablet, he asks you to deliver the flower to Carol. Check the map to see where she is—she's likely inside her house—and make the delivery as requested. Carol asks you to deliver a single White Rose as her response. Take the flower to Doc right away in exchange for the **Stone Tablet Replica**.



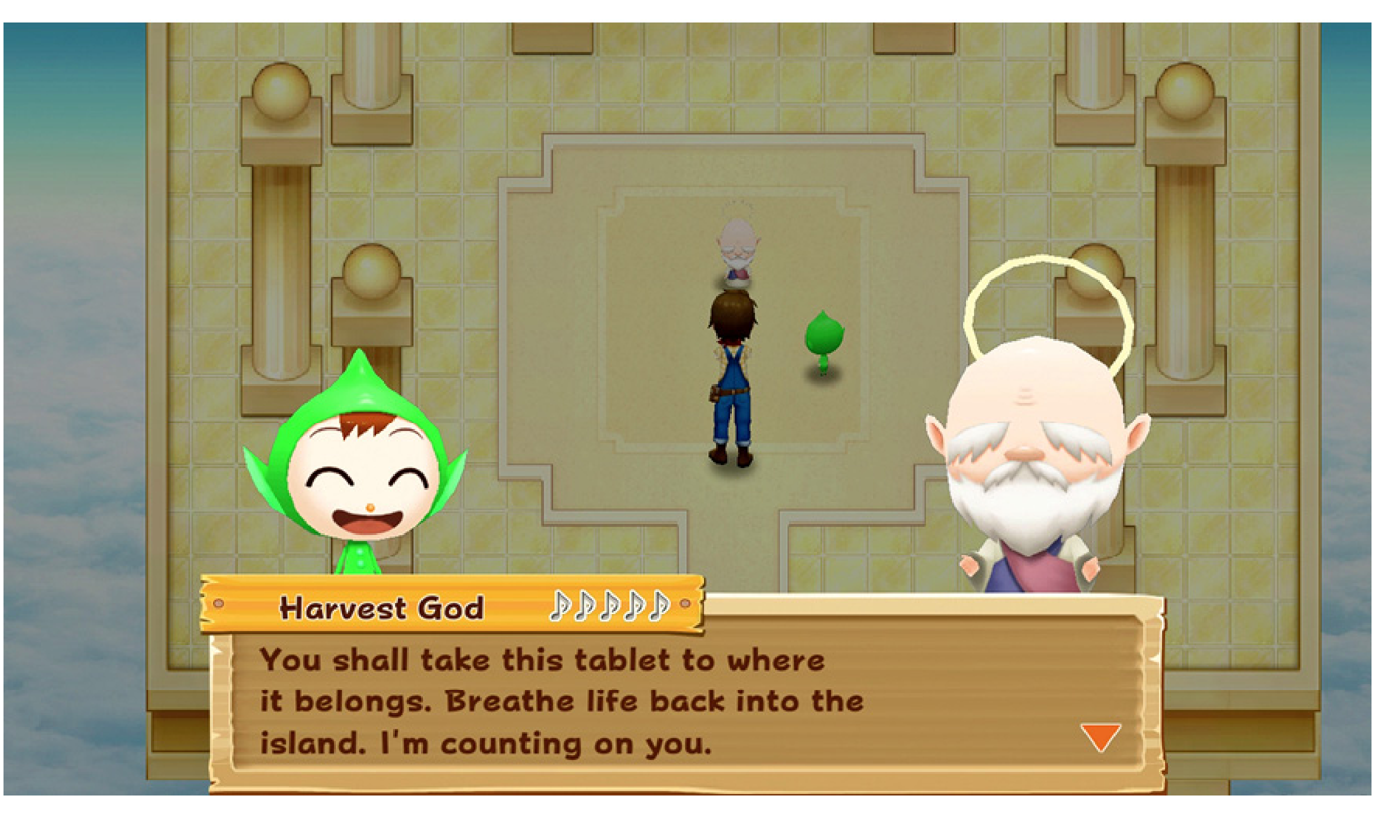
Doc

Carol sent me flowers in return?! My lucky day! I knew it would work! I'm such a genius!



Harvest Goddess

I know that the mages are trying super hard to figure it out too, but I really hope this problem gets fixed soon.

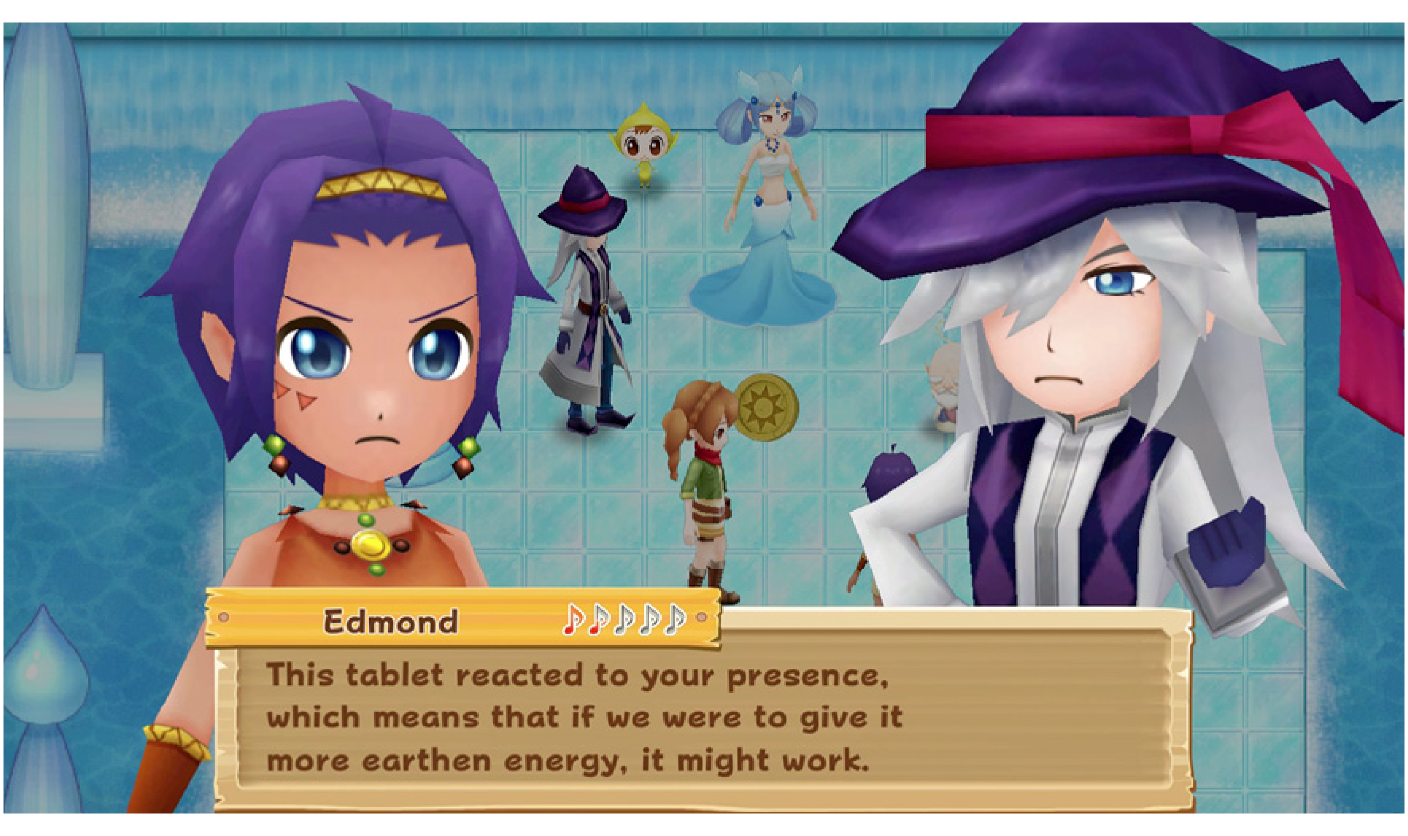


Harvest God

You shall take this tablet to where it belongs. Breathe life back into the island. I'm counting on you.

## Visiting the Underworld

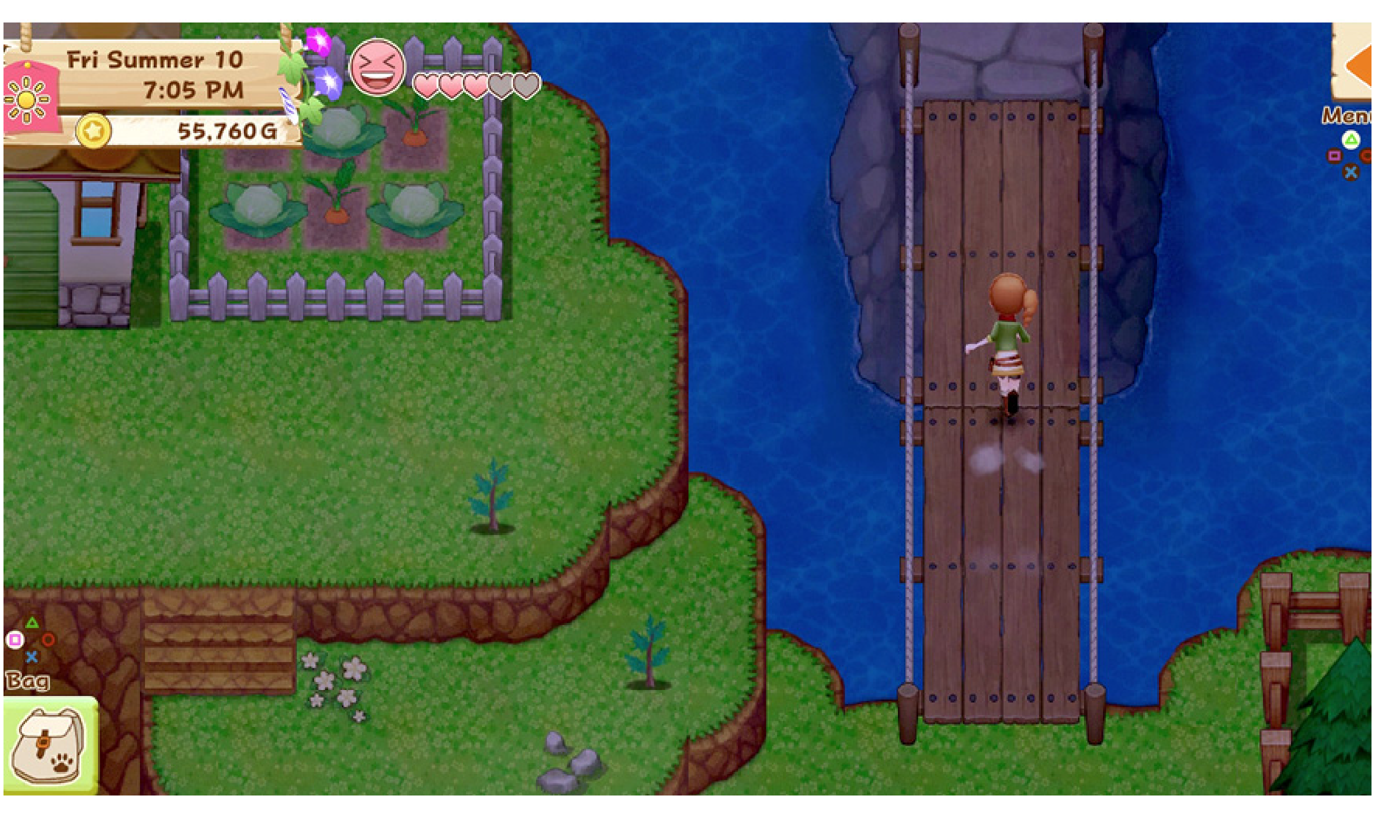
With the Stone Tablet Replica in your possession, it's time to return to the Harvest Goddess Spring. Edmond and the Harvest God and Goddess attempt to imbue the replica with magical powers, but it doesn't work. They need the help of the Underworld King, Gorgan—or his kin. But more than that, they need the Cyanocrystal!

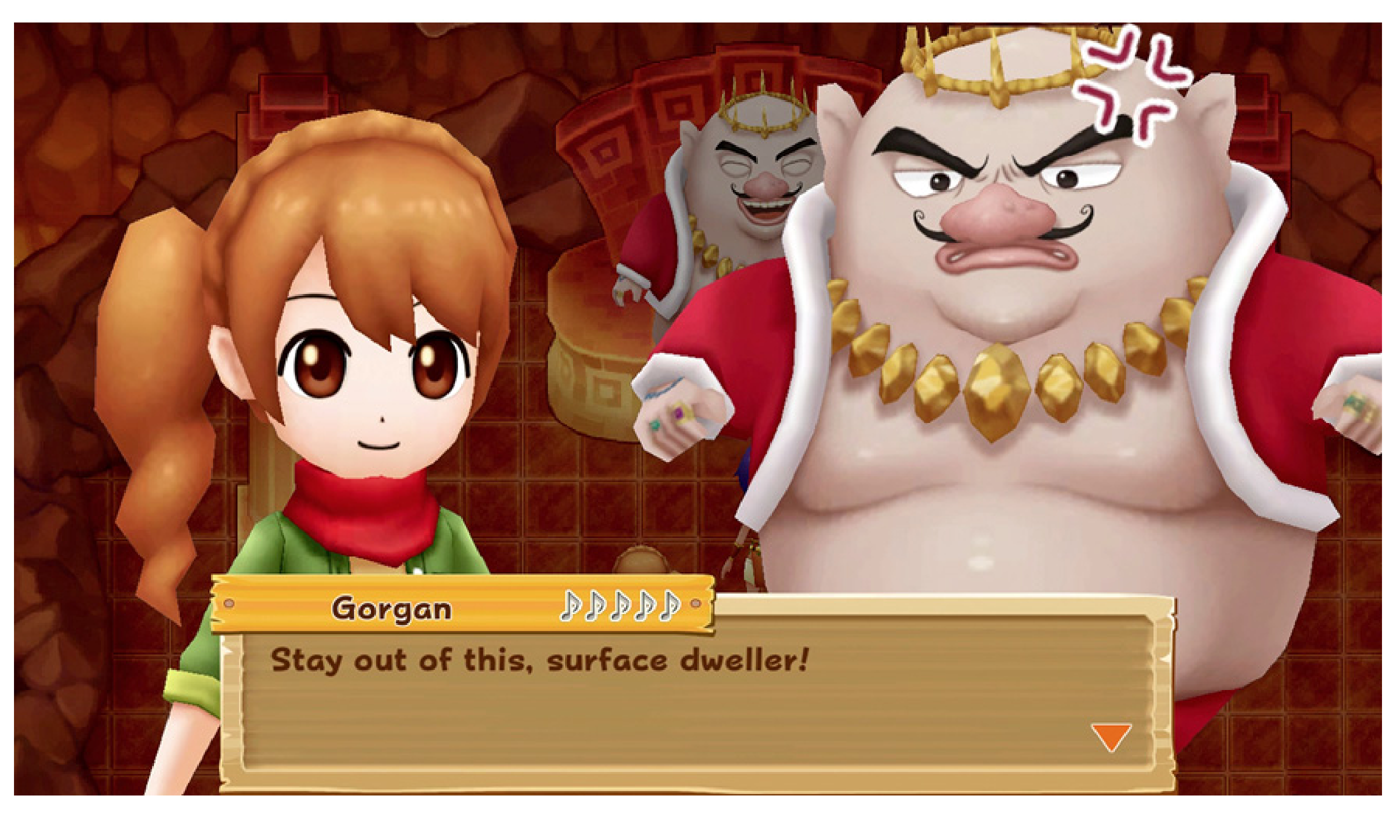


Edmond

This tablet reacted to your presence, which means that if we were to give it more earthen energy, it might work.

The first step in retrieving the Cyanocrystal is to fix the bridge to the Underworld. The bridge lies to the east of Jeanne's house at the lighthouse overlook and requires 10x Material Stone, 30x Stone, and 2x Mithril, along with 5000G. You need 6x Mithril Ore to create the Mithril needed to repair the bridge. If you don't have enough, head to Level 31 in the mine and get mining with the Expert Hammer. Repair the bridge and make your way north to the Underworld entrance.





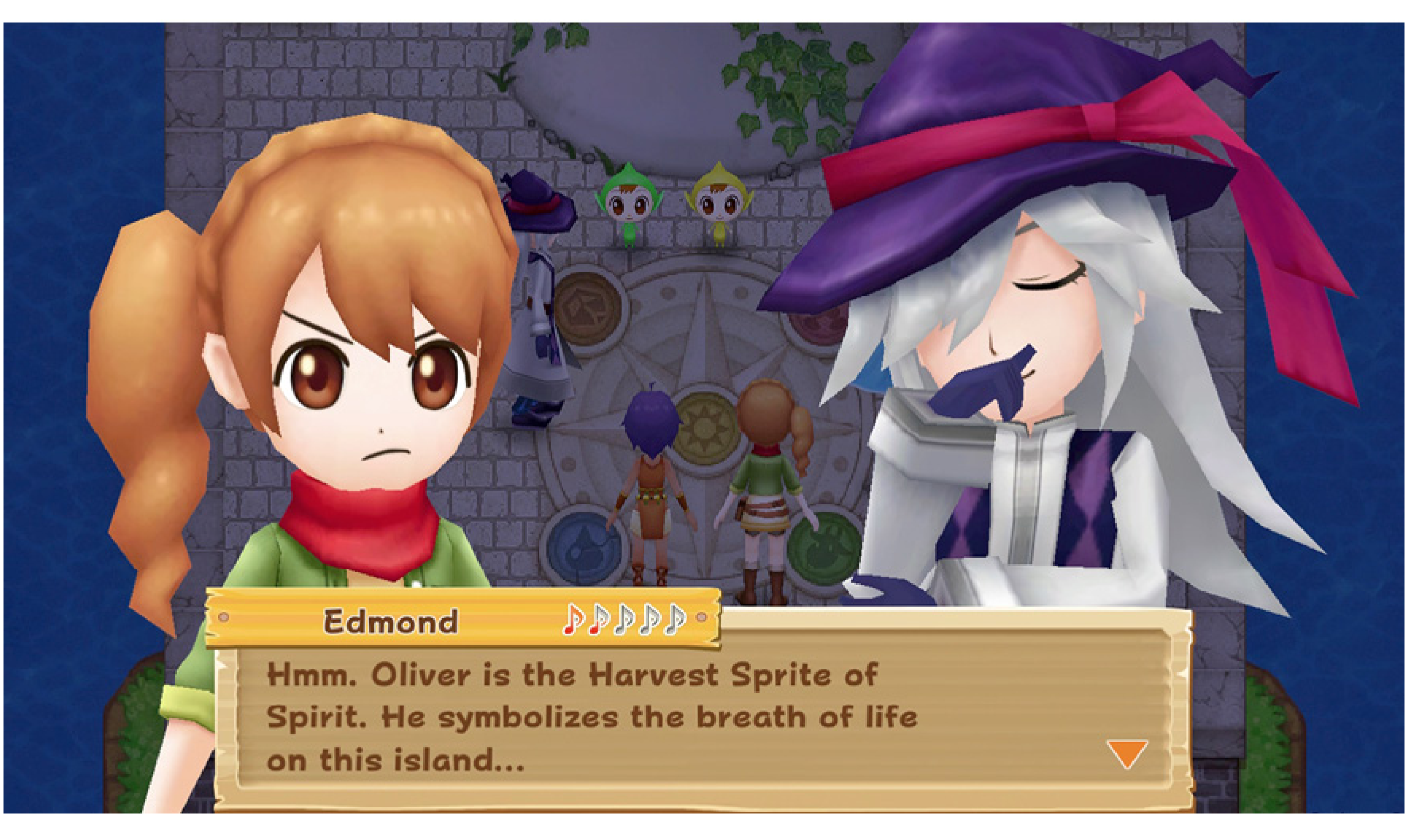
Gorgan

Stay out of this, surface dweller!

Smash your way past the boulders lining the cave to enter Gorgan's throne room. Nova introduces you to Gorgan and tries to convince him to part with the Cyanocrystal, but it's no use. They return to the Harvest Goddess Spring empty-handed. Edmond and the others aren't discouraged, however. They believe they have the power to resurrect the lighthouse even without the Cyanocrystal.

## Finding Oliver

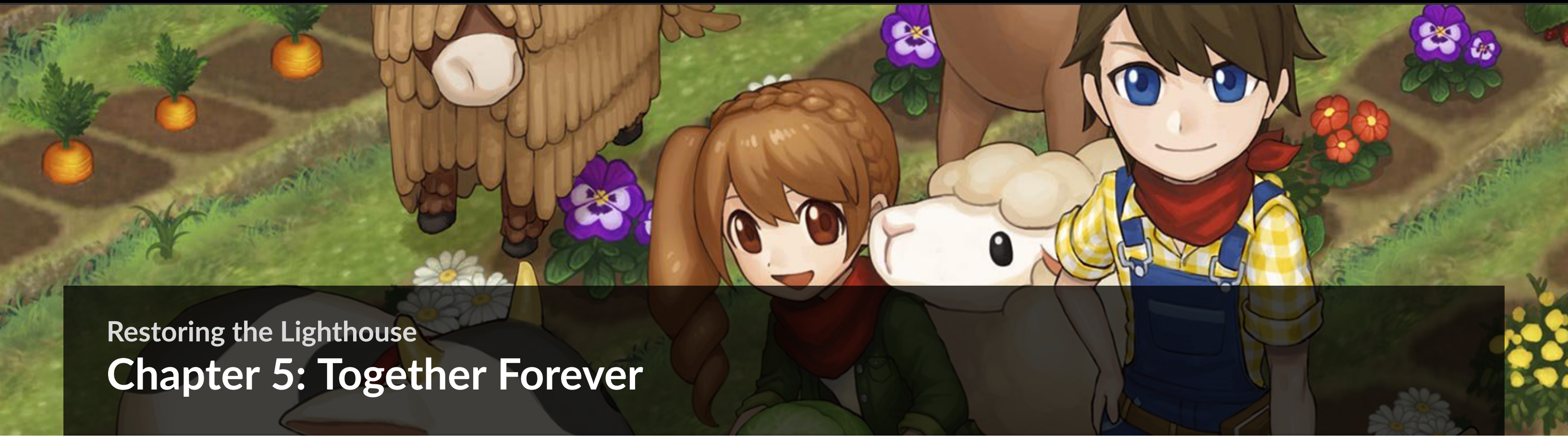
Edmond believes he knows what's missing: the final Harvest Sprite. He instructs you to gather some flowers, Wool, and fish. Specifically, he needs a Pink Dahlia, Yellow Perch, and Wool. Pink Dahlias are forageable flowers in summer and should be readily available. Yellow Perch can be caught at either the farm or mountain with Regular Bait at any time of day, during any season. Lastly, any grade of Wool is acceptable and can be collected from an adult sheep every third day.



Edmond

Hmm. Oliver is the Harvest Sprite of Spirit. He symbolizes the breath of life on this island...

With all the items in place, the Harvest Goddess is able to summon Oliver, the Harvest Sprite of Spirit. Now all seven Harvest Sprites have returned! Travel to the lighthouse at once to put the power of the Mages, the Harvest Sprites, and the Gods to use in restoring the lighthouse once and for all.



Restoring the Lighthouse

# Chapter 5: Together Forever

The Harvest Goddess greets you in a dream to thank you once again for your efforts in restoring the island, but that's not all. She implores you to focus now on your own personal happiness. In other words, she wants you to build a lifelong relationship with someone special.

**Harvest Goddess** ♪♪♪♪♪

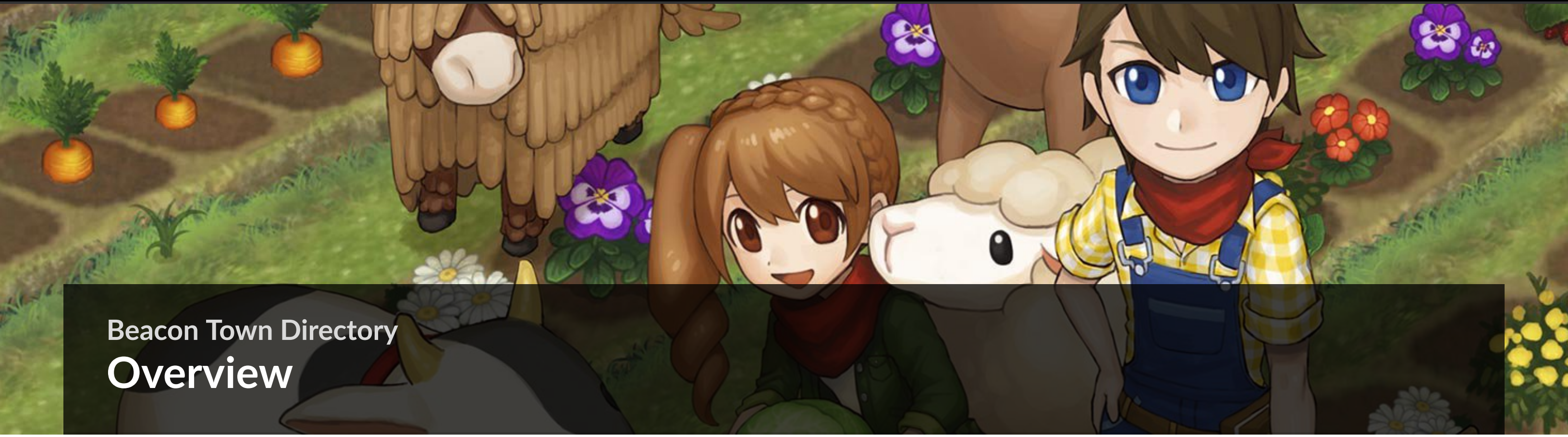
But...there's still something missing in your life, isn't there...? You know what I mean, right?

Restoring Beacon Town is just the beginning of your time on the island. Use the ensuing years to build a life for yourself, start a family, and fill out the Encyclopedia. Enjoy the festivals, the friendships, and the companionship of a spouse and child.

The remaining chapters of this strategy guide are your key to unlocking the wealth of content within *Harvest Moon: Light of Hope*. Everything you need to know is found in the following pages. So, milk those cows, catch those fish, and fire up the stove, because you've got a lifetime of country living ahead of you. Enjoy!

## Endgame Enhancements

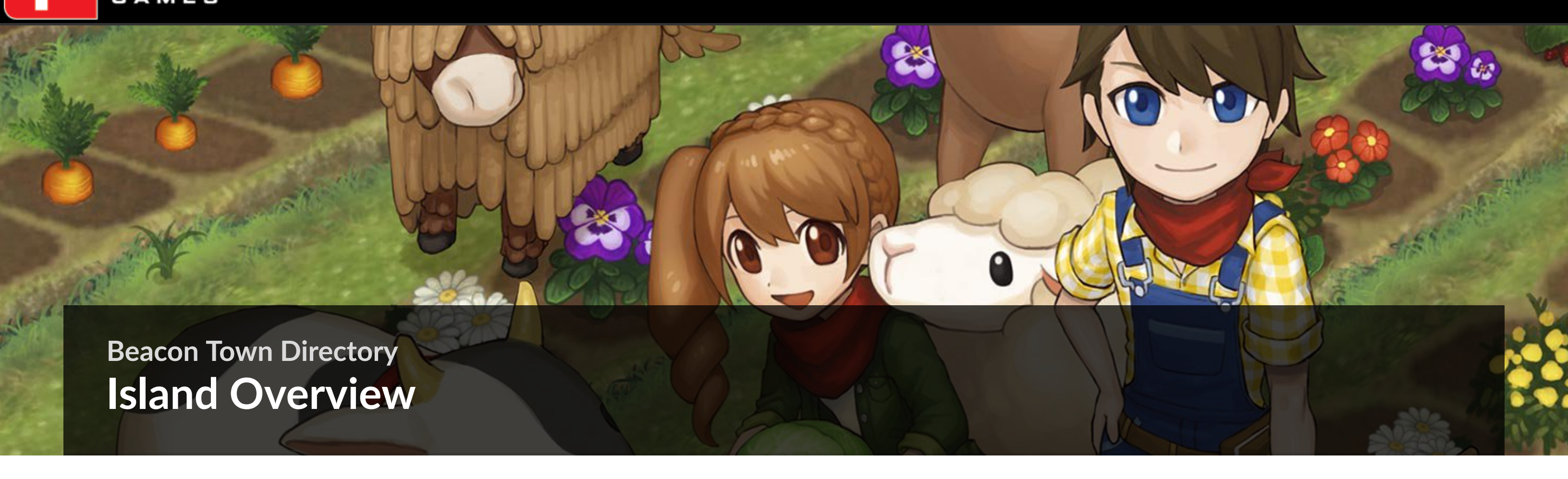
Rowan greets you when you wake to inform you of several new enhancements. For starters, more areas are now accessible, increasing the amount of land on which you can grow crops. Additional house upgrades are available, rarer livestock can be purchased, and you can now warp from one area to another by selecting it on the map!



## Beacon Town Directory

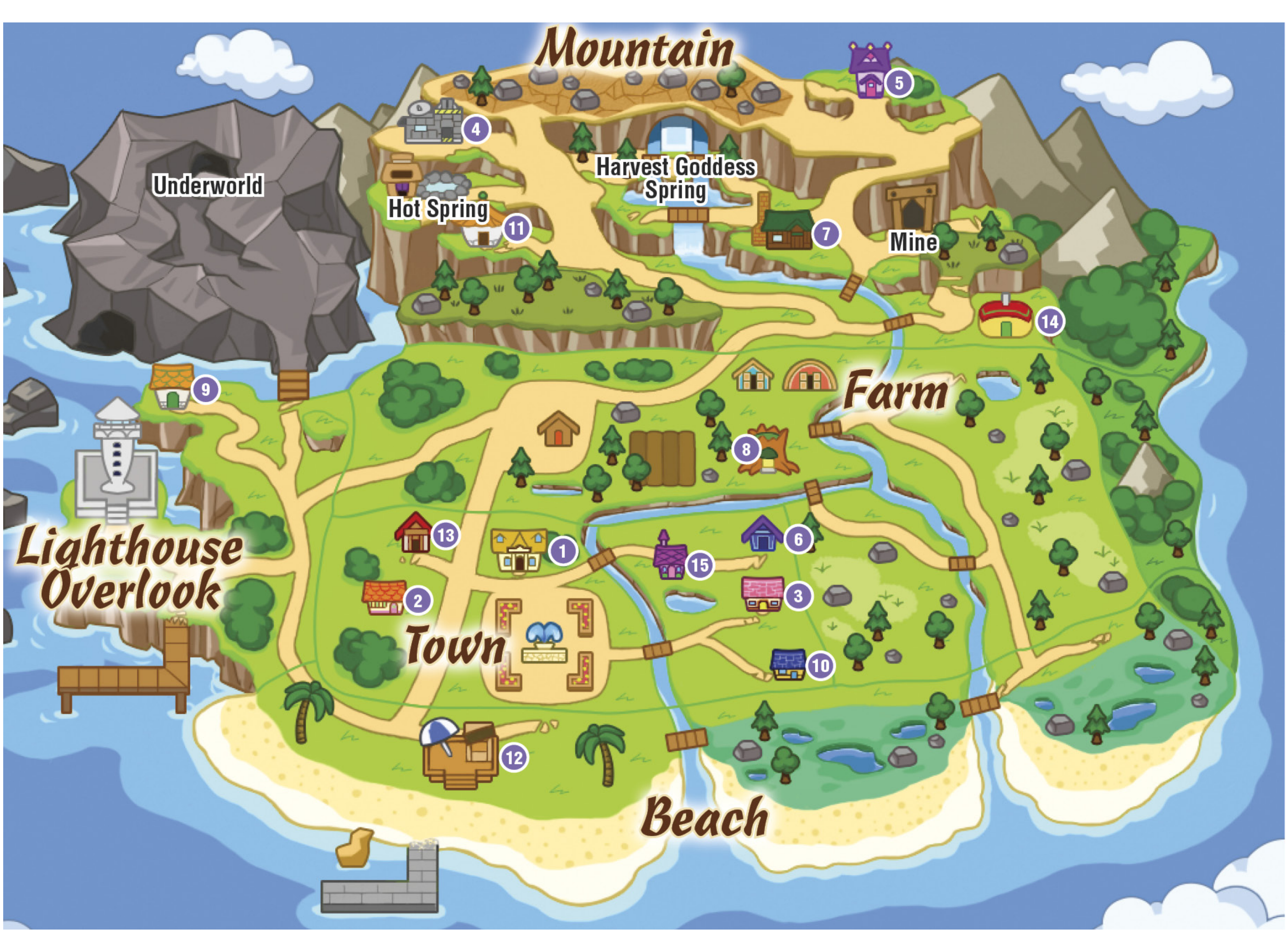
# Overview

Beacon Town is in disarray. The majority of the buildings, bridges, and docks have been damaged, the people have fled, and it's up to you to rebuild the island. Only then will the villagers return and the shops reopen. This chapter serves as an island directory, providing an overview of the repair costs and the recommended order in which to perform the rebuild.



Beacon Town Directory

# Island Overview



Beacon Town consists of nine separate regions connected by roads and bridges, many of which have been destroyed in the storm that swept the island. Your ability to roam about is limited, first by roadblocks, then by the damaged bridges, but it won't be long before you can visit every corner of the map.

| No. | Characters |
|---|---|
| ① | Bastian, Elise |
| ② | Carol, Dean |
| ③ | Cyril |
| ④ | Doc |
| ⑤ | Edmond |
| ⑥ | Gareth |
| ⑦ | Gus, Melanie |
| ⑧ | Harvest Sprites |
| ⑨ | Jeanne |
| ⑩ | Naomi, Sally |
| ⑪ | Nova |
| ⑫ | Nova's Shop |
| ⑬ | Sam |
| ⑭ | Sofia, Gabriel, Michael |
| ⑮ | Tabitha |

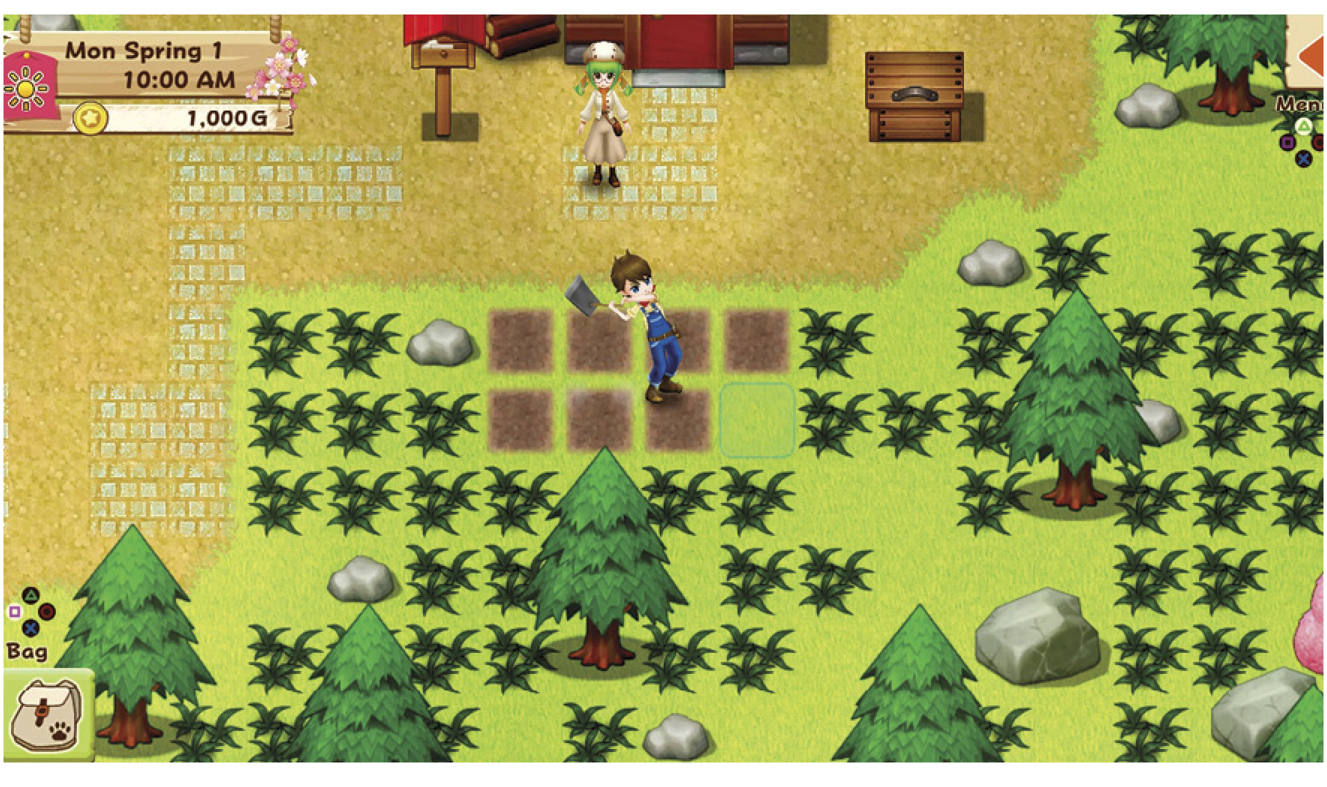
Though you're largely free to repair structures in the order you choose, resources aren't always easy to come by, especially early in the game. Rather, we recommend performing the repairs in the order presented in the table at the end of this chapter. We'll talk more about the individual shops in the **Open for Business** chapter, but for now, focus on getting acquainted with the different regions of Beacon Town.

**Map Not to Scale**

The in-game map you see reproduced in this chapter is presented to give you a general orientation but isn't one-hundred percent accurate. The Farm: Southern Area, in reality, isn't located to the east of Cyril's and Gareth's houses as shown on the map, but to the north of them. The Farm: Eastern Area is the only section of farm that connects with the beach.

## The Farm

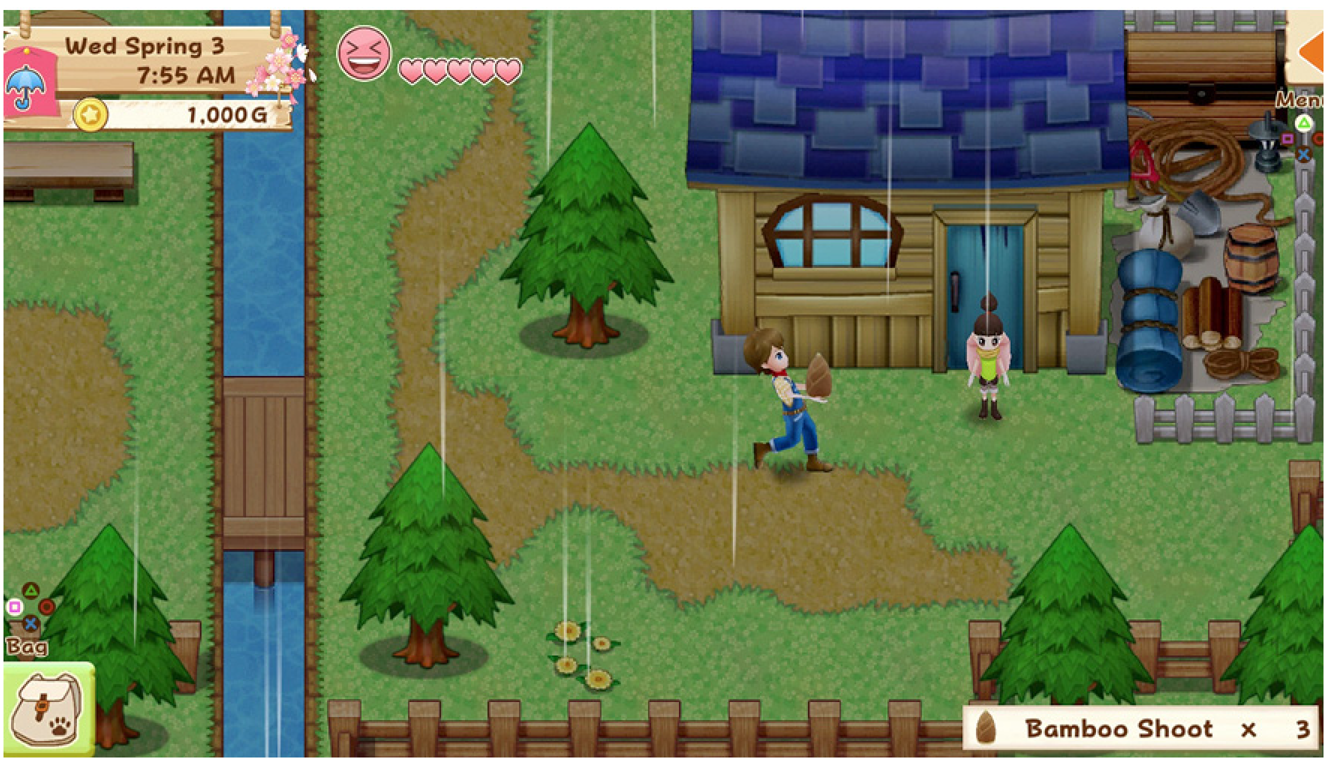
- Grassy terrain for farming.
- Chicken Coop, Animal Barn, Windmill, Fertilizer Bin.
- Multiple wells.
- Streams for fishing.
- Abundant Stone and both Hardwood and Softwood Lumber.



The farm encompasses three separate zones: western, southern, and eastern. Jeanne provides you with a house in the western area upon arriving, and it's here where you make your home. The farm has plenty of acreage, perfect for growing crops and allowing animals to graze. You must repair the bridges leading to the southern area and eastern area in order to extend your farm. The pond in the eastern area contains abundant fish.

## Town

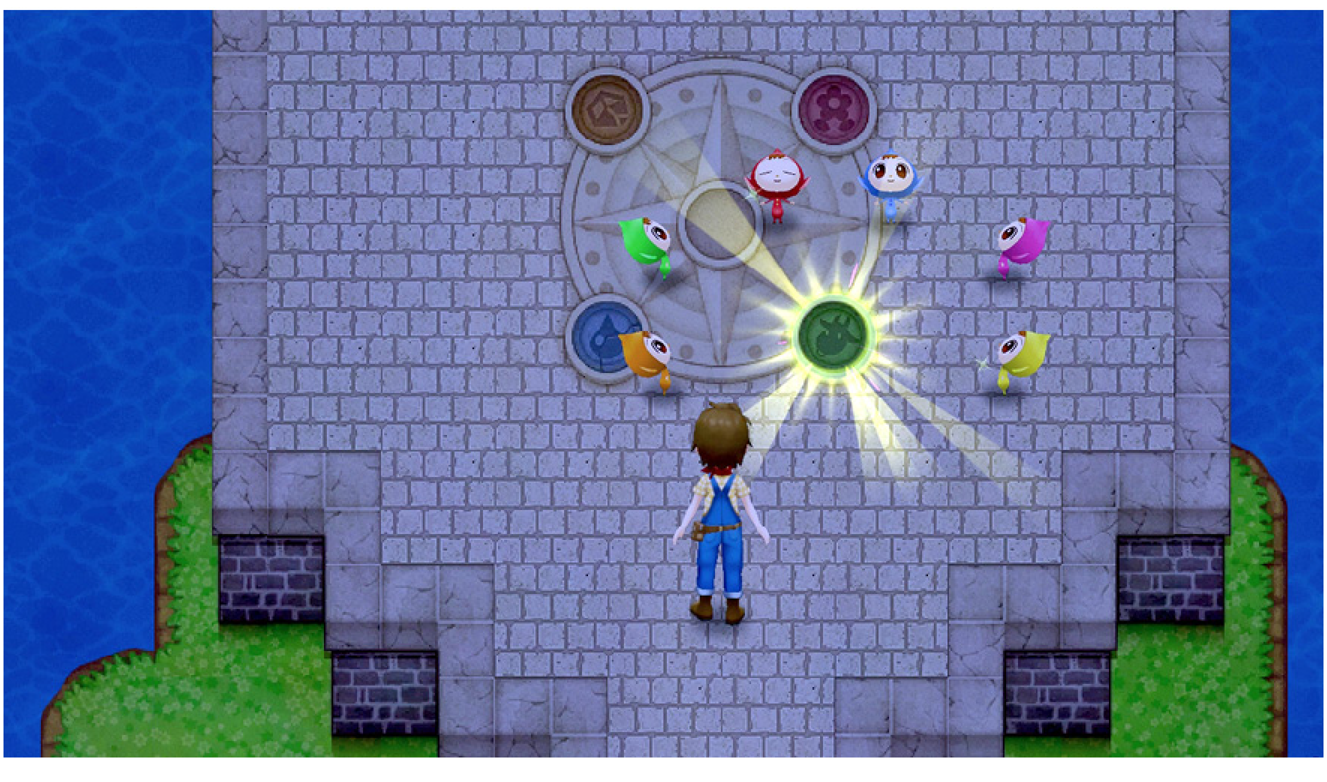
- No farming terrain available.
- Sam's General Store, Carol's Flowers, Bastian's Restaurant.
- Numerous residences in town square and across stream to the east.
- Setting for festivals and weddings.
- Limited trees and no rocks or forageable items.



The town is where the residents of the island come to shop, participate in festivals, and take a stroll. You spend quite a lot of time here as you buy and sell crops and seeds, purchase new recipes, and get your fortune told. On Sundays, it's common to see the majority of the town's residents gather here. Consider using that time to quickly shower gifts upon the citizenry—a great way to boost your popularity! Though you can't farm this area, nor find any forageable items, there are several trees that provide lumber.

## Lighthouse Overlook

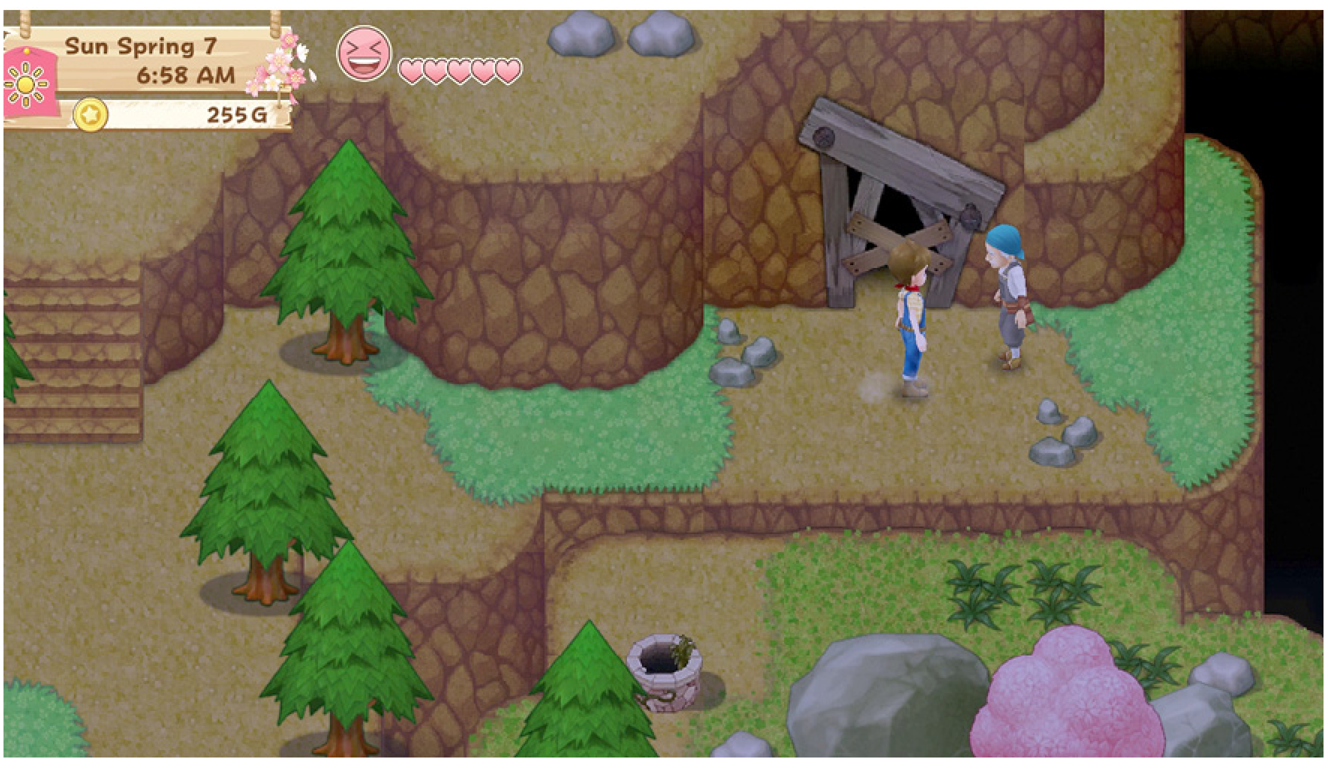
- No farming terrain available.
- Home to lighthouse and Jeanne's house.
- Replenishing forageable flowers and food items.
- Fishing available from wooden fishing pier.



The lighthouse overlook is an area critical not only to the story, but to the island's prosperity. Here is where you bring the Stone Tablets, meet powerful Mages and Gods, and share the power of the island. Once the lighthouse is restored, you'll likely only come here to gather forageable items and chat with the villagers who like to gaze out over the cliffs at night. Though it's possible to catch some very rare fish from the pier, it's one of the most difficult structures to repair in the game.

## Mountain

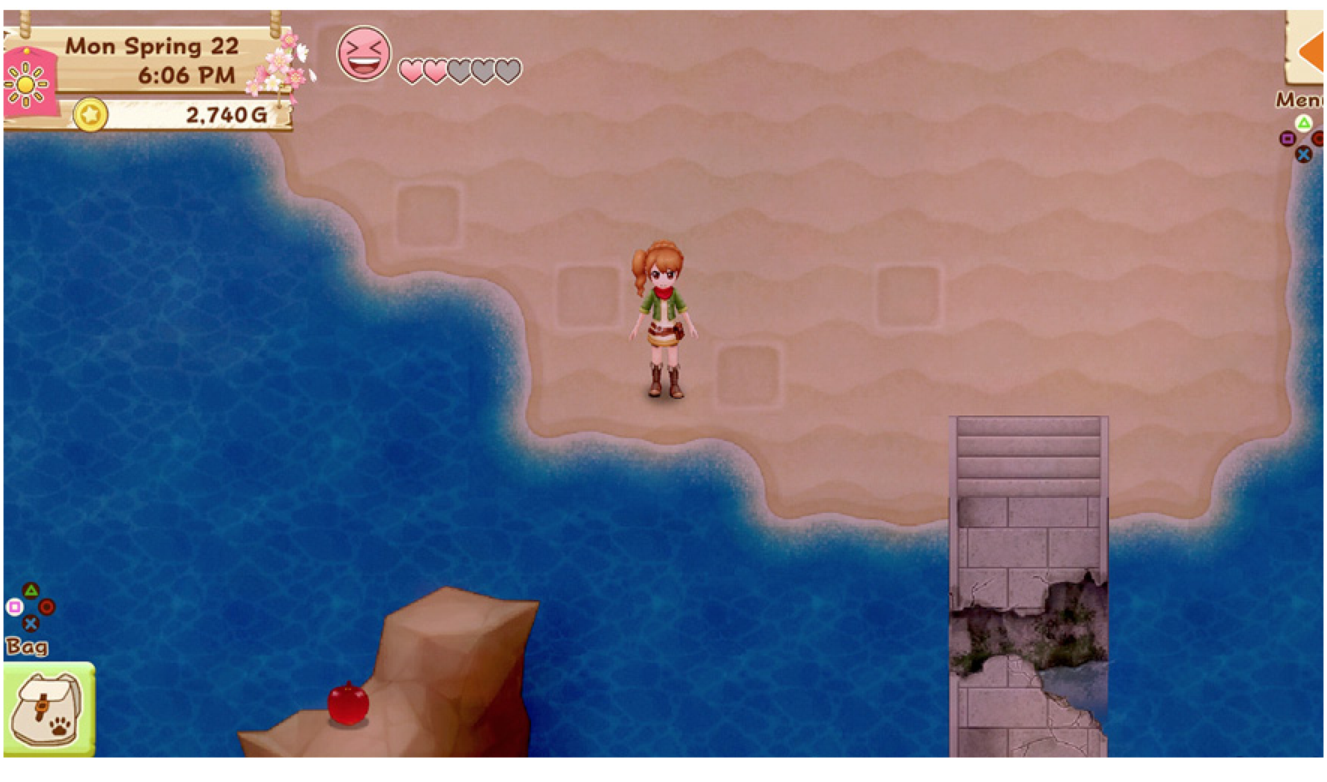
- Ample farming terrain available in two climatic zones.
- Windmill, Fertilizer Bin, multiple wells.
- Gus's Smithy, Sofia's Livestock, Doc's Architects, Hot Springs.
- Mine and Harvest Goddess Spring.
- Abundant Stone, Hardwood Lumber, Softwood Lumber, and forageable items.
- Fishing available at mountain lake and stream.



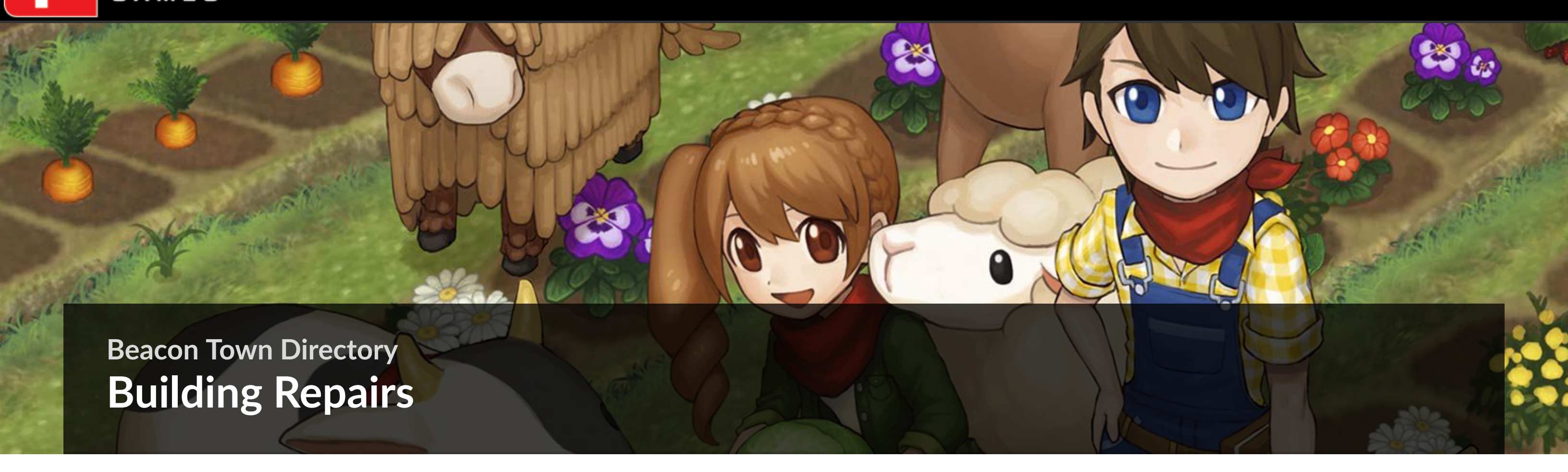
The mountain is the largest single region on the island and contains a vast area ready to be planted. Here you find two different terrain types, mixed and desert, each of which can yield exotic crop mutations. The mountain is also home to several important shops, and it's where both Edmond and the Harvest Goddess make their homes. The lake above the waterfall is a prime fishing spot, and the mine northeast of Gus's Smithy contains all the gems and metals you can ever need. Many of the villagers enjoy taking a hike in the mountain area. Those not inside a building can often be found near the Hot Springs or lake. Take a soak in the Hot Springs to replenish Stamina.

## Beach

- Beach-combing for Seashells and marshes for farming.
- Nova's Shop by the Sea open in the summer.
- Forageable items north of the sand, trees and rocks in the marsh areas.
- Beach: Western Area is home to the Dog Race.
- Fishing at the concrete fishing pier or in marsh ponds.

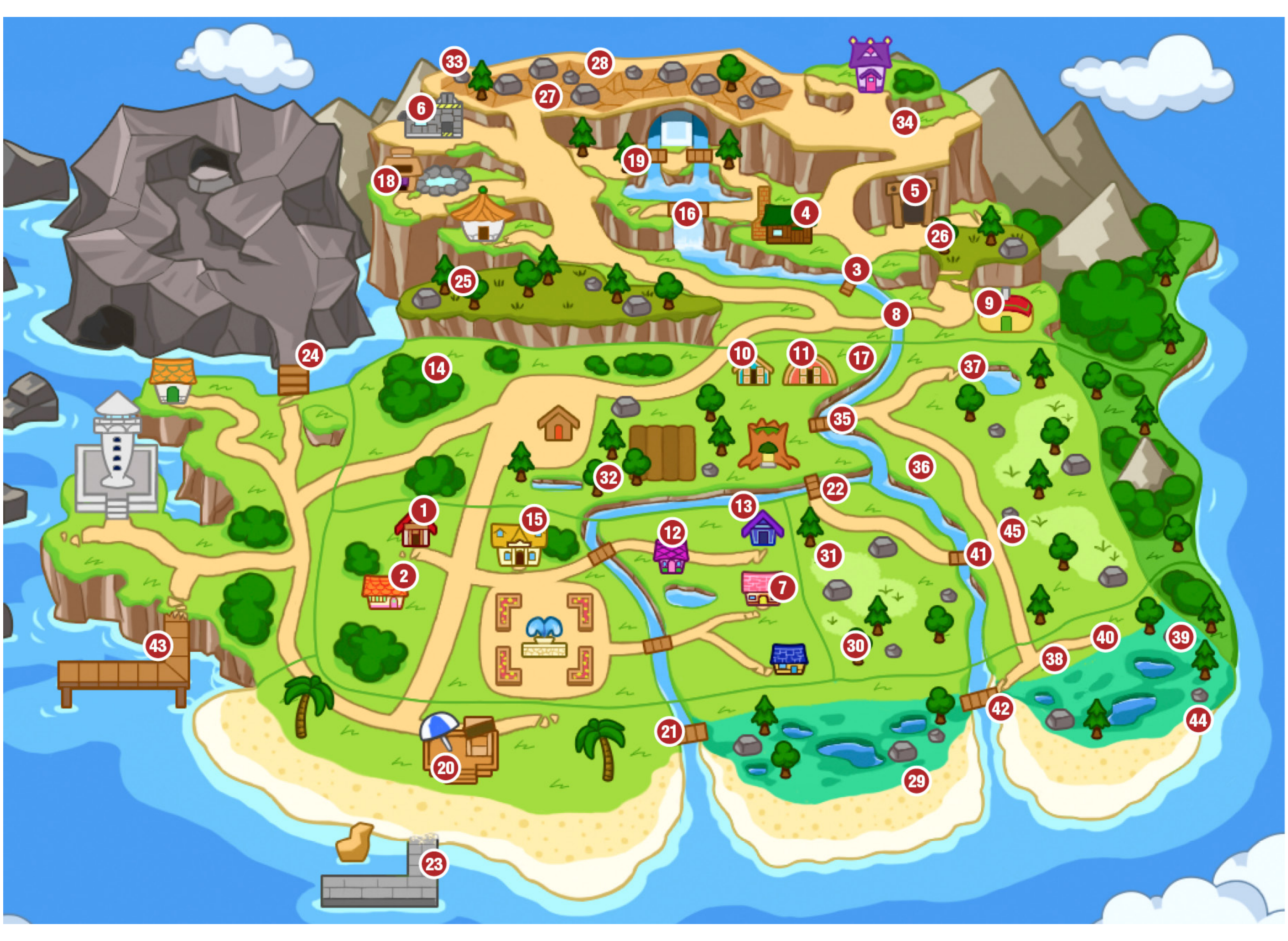


The beach contains three zones, two of which are marshes. The main sandy area is perfect for digging for Seashells (great to give as gifts!), or for fishing from the concrete pier. Though you can cast a line from the sand, you need to fish from the pier in order to catch anything. Even though the marsh areas to the east don't see any visitors—you can farm and fish at them—the beach is quite popular among the residents, especially in the summer. Each villager has their preferred place to walk. Some like the sand while others prefer to stay beneath the palm trees.



Beacon Town Directory

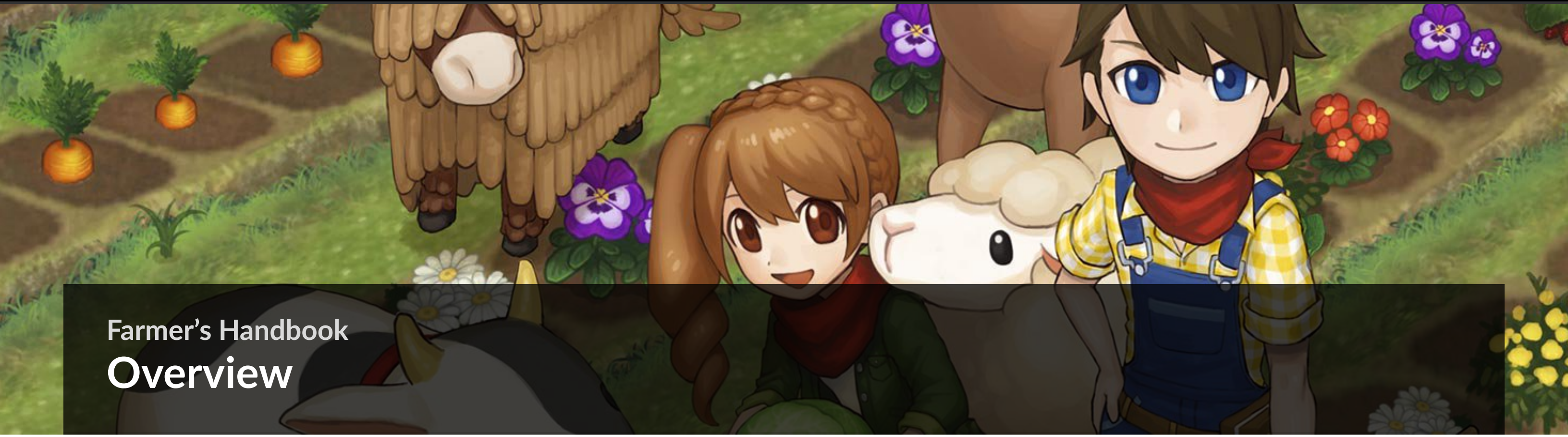
# Building Repairs



To make Beacon Town a home for life, you need to fix it up. Your quest to restore the lighthouse necessitates many of these repairs in a particular order, but it won't be long before you're free to repair bridges and wells and other miscellany at the order of your choosing. Still, you're somewhat limited by the availability of increasingly rare materials needed to perform the repairs. The accompanying map and table provide an overview of the materials required to complete every repair on the island, in a recommended order.

## Building Repairs, Recommended Order

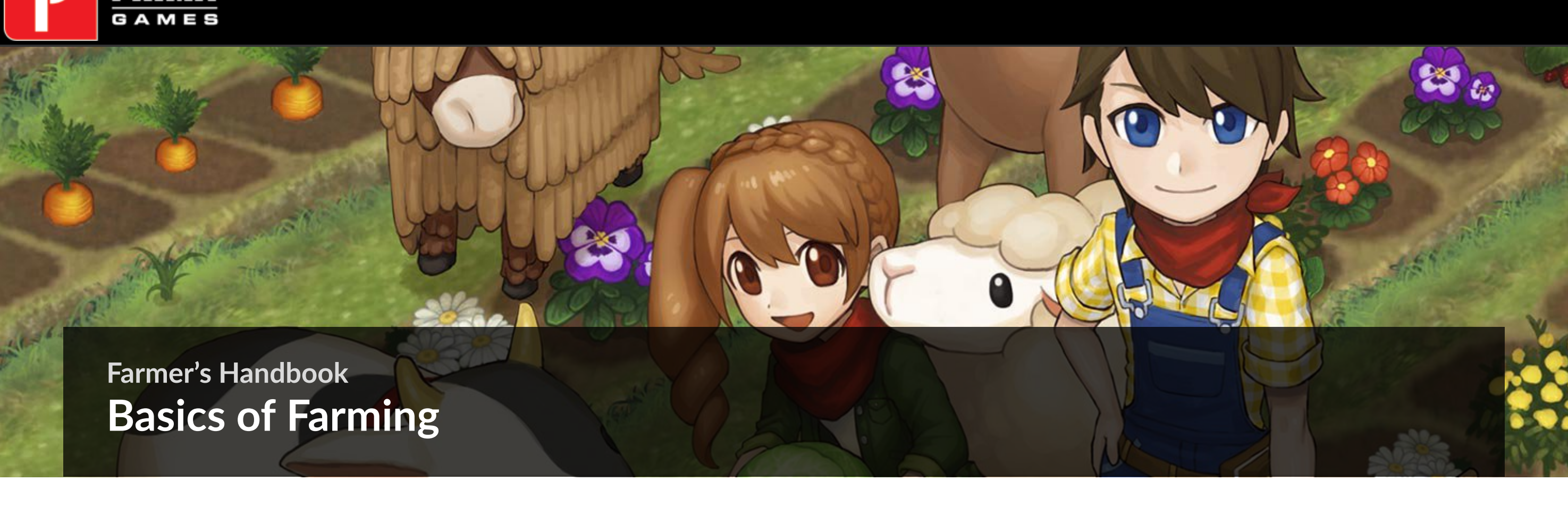
| No. | Region | Structure | Materials Required | Repair Cost (G) |
|---|---|---|---|---|
| 1 | Town | Sam's General Store | 5x Softwood Lumber | 100 |
| 2 | Town | Carol's Flowers | 7x Softwood Lumber | 200 |
| 3 | Mountain | Bridge | 5x Softwood Lumber | 600 |
| 4 | Mountain | Gus's Smithy | 20x Softwood Lumber | 500 |
| 5 | Mountain | Mine | 10x Softwood Lumber | 500 |
| 6 | Mountain | Doc's Architects | 10x Material Stone, 3x Iron, 2x Glass | 1000 |
| 7 | Town | Cyril's House | 15x Softwood Lumber, 5x Stone, 3x Tulip | 1500 |
| 8 | Mountain | Bridge | 5x Softwood Lumber, 2x Stone | 600 |
| 9 | Mountain | Sofia's Livestock | 5x Softwood Lumber, 10x Material Stone | 300 |
| 10 | Farm | Chicken Coop | 20x Softwood Lumber, 7x Material Stone | 1000 |
| 11 | Farm | Animal Barn | 30x Softwood Lumber, 10x Material Stone | 1500 |
| 12 | Town | Tabitha's House | 10x Softwood Lumber, 20x Stone | 300 |
| 13 | Town | Gareth's House | 10x Softwood Lumber, 20x Stone | 300 |
| 14 | Farm | Fertilizer Bin | 20x Softwood Lumber | 500 |
| 15 | Town | Bastian's Restaurant | 10x Softwood Lumber, 5x Stone, 2x Perch | 1000 |
| 16 | Mountain | Bridge | 5x Softwood Lumber, 10x Material Stone | 1000 |
| 17 | Farm | Windmill | 20x Softwood Lumber, 2x Iron | 1000 |
| 18 | Mountain | Hot Springs | 5x Hardwood Lumber | 500 |
| 19 | Mountain | Bridge | 5x Softwood Lumber, 10x Material Stone | 1000 |
| 20 | Beach | Nova's Shop by the Sea | 10x Hardwood Lumber, 30x Softwood Lumber | 3000 |
| 21 | Beach | Bridge | 20x Hardwood Lumber, 2x Gold | 1000 |
| 22 | Farm | Bridge | 10x Hardwood Lumber, 3x Silver | 1000 |
| 23 | Beach | Bridge (fishing pier) | 30x Material Stone, 5x Iron, 2x Mithril | 5000 |
| 24 | Lighthouse Overlook | Bridge | 10x Material Stone, 30x Stone, 2x Mithril | 5000 |
| 25 | Mountain | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 26 | Mountain | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 27 | Mountain | Fertilizer Bin | 20x Hardwood Lumber | 1000 |
| 28 | Mountain | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 29 | Beach | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 30 | Farm | Well | 10x Stone, 5x Softwood Lumber, 3x Bronze | 1000 |
| 31 | Farm | Bridge | 10x Hardwood Lumber, 3x Silver | 1000 |
| 32 | Farm | Well | 10x Stone, 5x Softwood Lumber, 3x Bronze | 1000 |
| 33 | Mountain | Windmill | 20x Hardwood Lumber, 2x Bronze | 3000 |
| 34 | Mountain | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 35 | Farm | Bridge | 20x Hardwood Lumber, 3x Adamantite, 2x Cotton Candy Wool | 50,000 |
| 36 | Farm | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 37 | Farm | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 38 | Beach | Fertilizer Bin | 20x Hardwood Lumber | 5000 |
| 39 | Beach | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 40 | Beach | Windmill | 20x Hardwood Lumber, 2x Silver | 8000 |
| 41 | Farm | Bridge | 20x Hardwood Lumber, 3x Adamantite, 2x Cotton Candy Wool | 50,000 |
| 42 | Beach | Bridge | 20x Hardwood Lumber, 3x Adamantite, 2x Silky Fur | 50,000 |
| 43 | Lighthouse Overlook | Bridge (fishing pier) | 30x Hardwood Lumber, 10x Softwood Lumber, 5x Donkey Fur | 5000 |
| 44 | Beach | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |
| 45 | Farm | Well | 10x Material Stone, 5x Hardwood Lumber, 3x Orichalcum | 1000 |



## Farmer’s Handbook

# Overview

It wouldn’t be *Harvest Moon* if there weren’t an abundance of farming to be done, and your time in Beacon Town is no exception. With hundreds of crop varieties to cultivate, dozens of flowers to grow, and ample livestock and fruit trees to tend to, this is one of the most robust entries in the series. Whether you want to learn about Fertilizer or the requirements for evolving a Mellow Yellow into a Snowman, this chapter has you covered.



Farmer's Handbook

# Basics of Farming

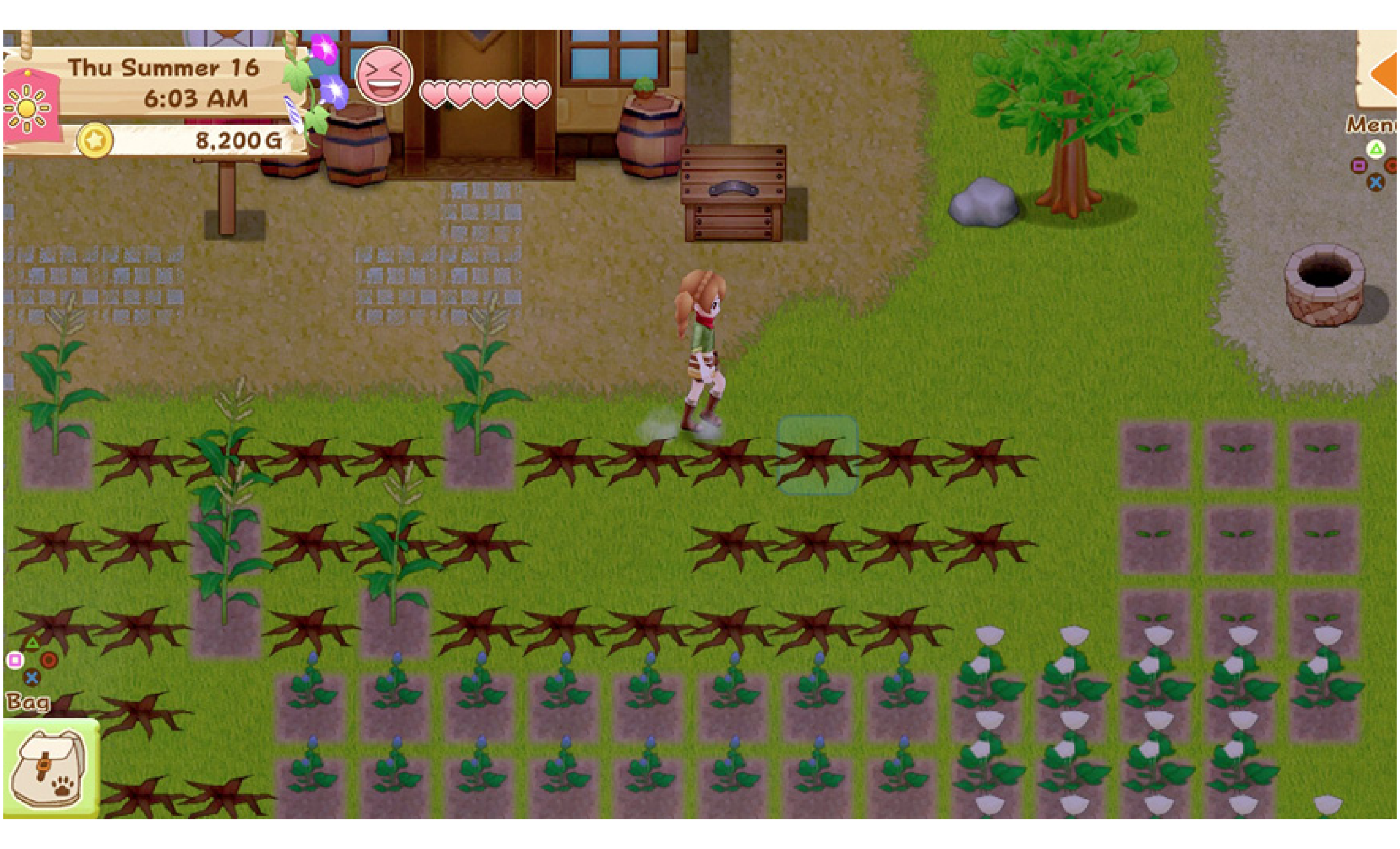
As shown during the opening tutorial with Jeanne, growing crops is fundamentally a four-step process:

1. Till the soil using your Hoe.
2. Plant the seeds available for purchase from Sam and Carol.
3. Water the seeds every day to keep them from drying out.
4. Harvest the crops after a plant-specific number of days.

As it turns out, there are numerous factors that dictate whether your crops grow, the quality they achieve, and whether they mutate. It's a complex system influenced by soil type, season, weather patterns, Fertilizer, neighboring crops, and in select situations, even the pattern in which the crops are planted. Before we get to the crop-specific tables that compose the bulk of this chapter, it's important to understand how these various systems affect your harvest.

## Season and Terrain

The first thing to understand about farming is that crops can grow from seeds in any season, provided they receive adequate Fertilizer and water. Each crop has a preferred planting season and isn't only less likely to wither and die when planted in that season, but far more likely to grow a "Great" version. Crops planted out of season are far more vulnerable to storms, but they will still grow. Some only mutate when planted out of season, or in soil conditions outside their normal recommendations.



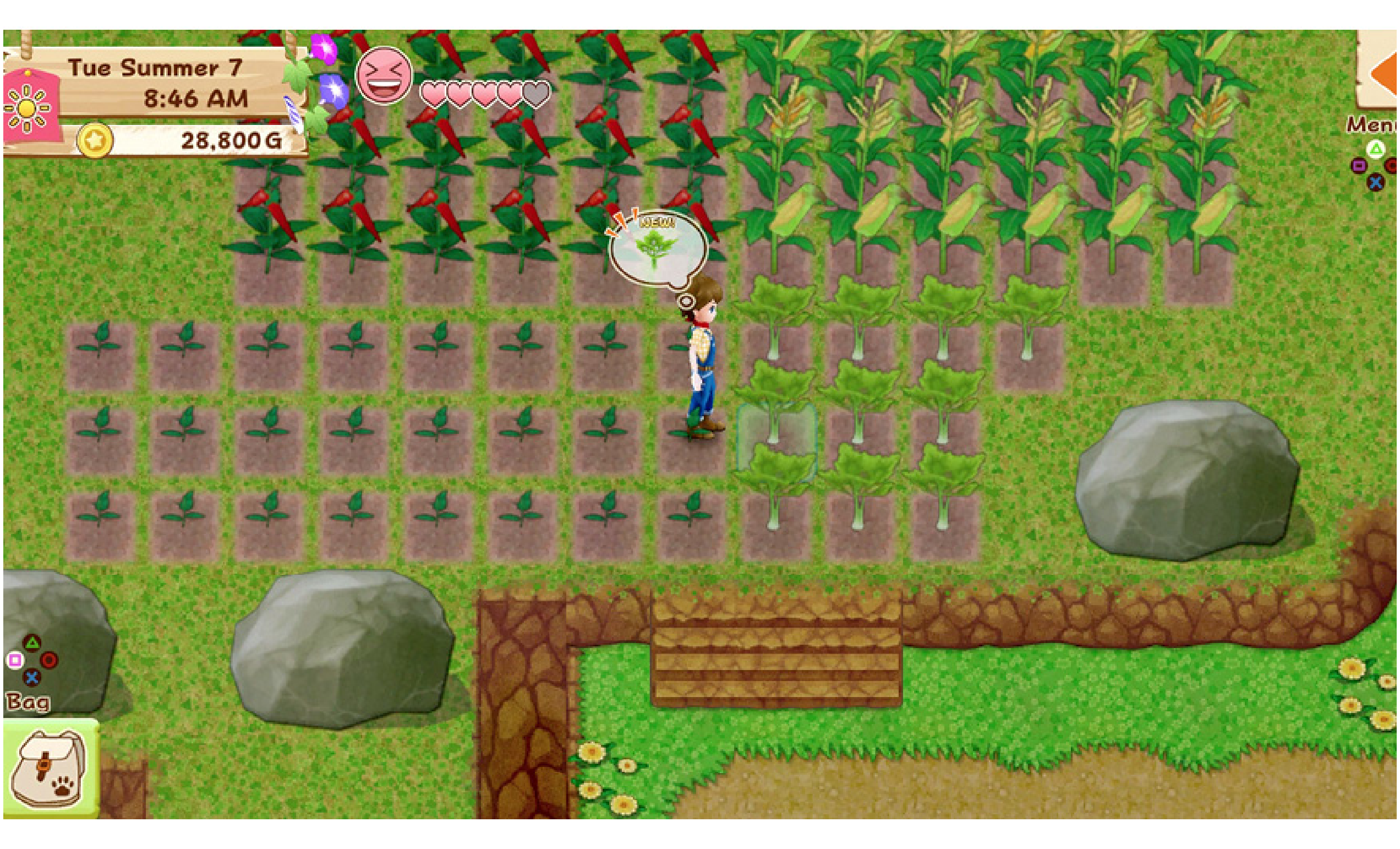
*The prior day's thunderstorm wiped out many of these spring-loving vegetables.*

There are four terrain types on the island, and, as with season, each crop has its preference. However, unlike with seasons, it's much more difficult to get crops to grow in foreign soil types. We don't recommend doing so unless striving for a specific—and known—mutation, as it seldom produces Great harvests and consumes an abundance of Fertilizer. The four terrain types are as follows:

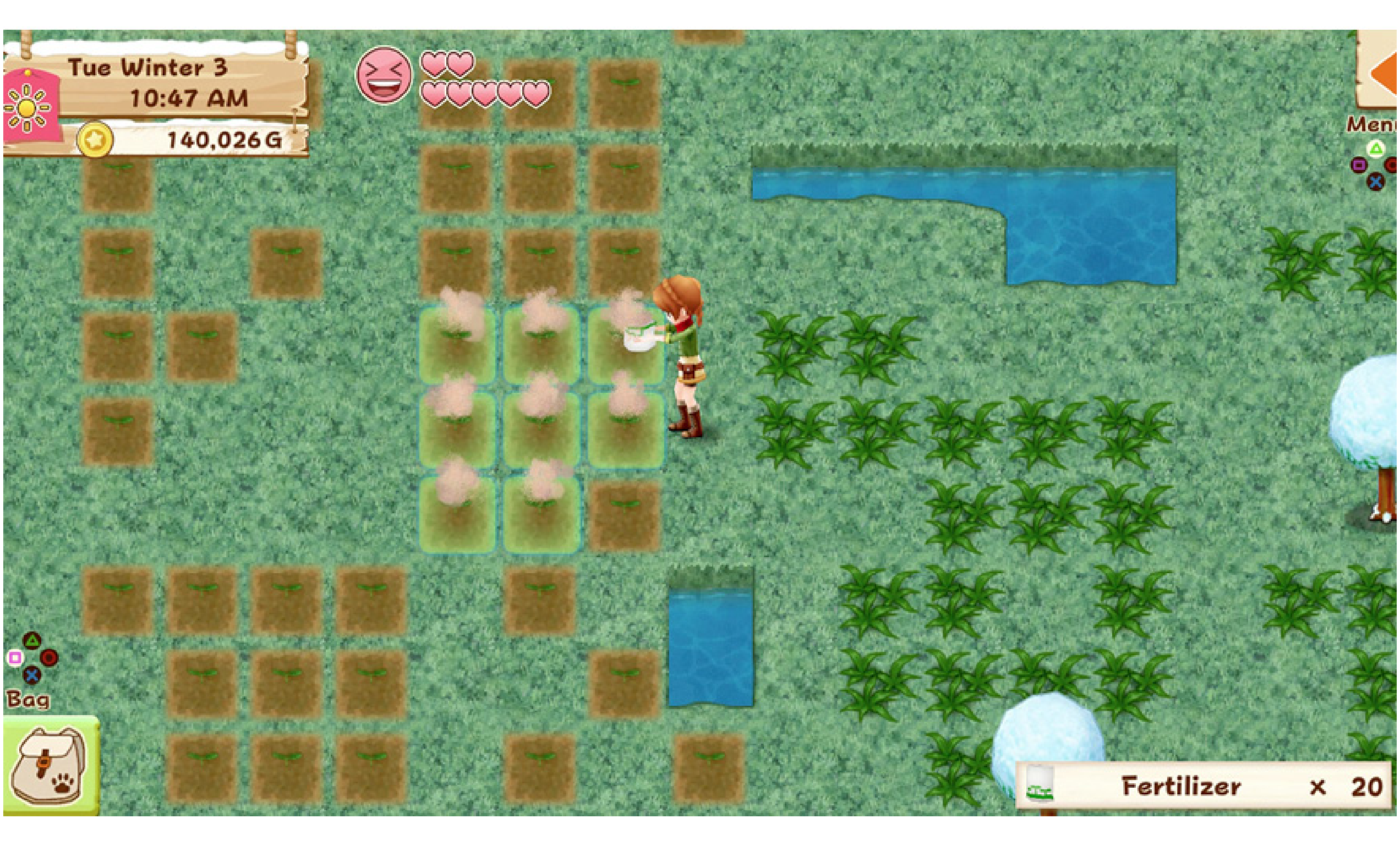
**Farm:** The grassy area that extends throughout the three farm zones is perfect for growing a host of vegetables. Though not as many crops mutate on the farm as in some other areas, this is a great place to do the bulk of your farming.

Tue Spring 16
6:08 AM
5,120 G
Got Great Strawberry!
Bag

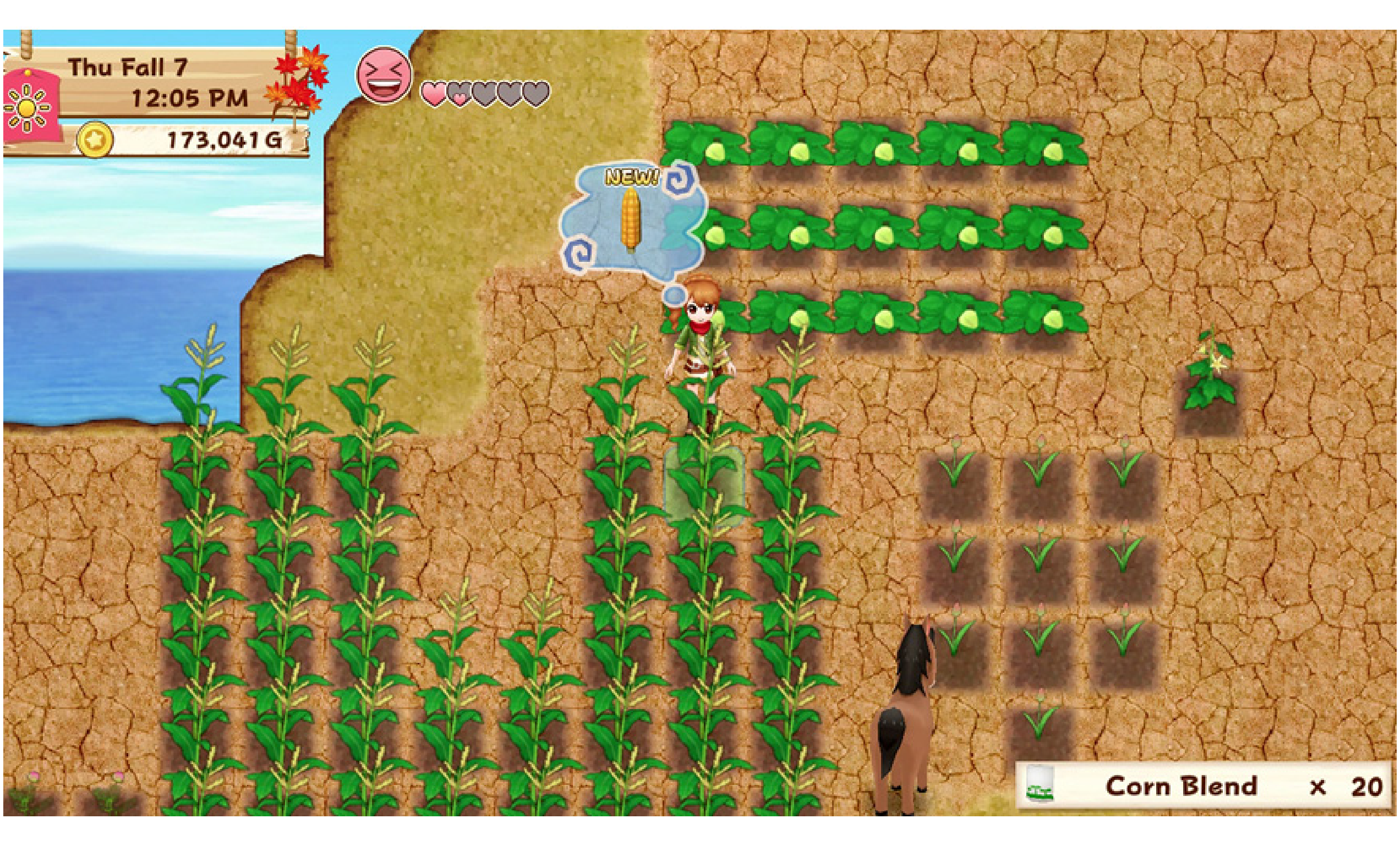
**Mountain:** The mountain region is a sprawling zone with three distinct farming areas encompassing two distinct terrain types. The infertile grass of the lower mountain, including the small plateau to the east of Gus's Smithy, is known as the mountain terrain.



**Marsh:** The central and eastern areas of the beach contain a swampy area known as the marsh. Not a lot of crops grow there naturally, but some of the most prized mutations only occur in this wetland-like area.



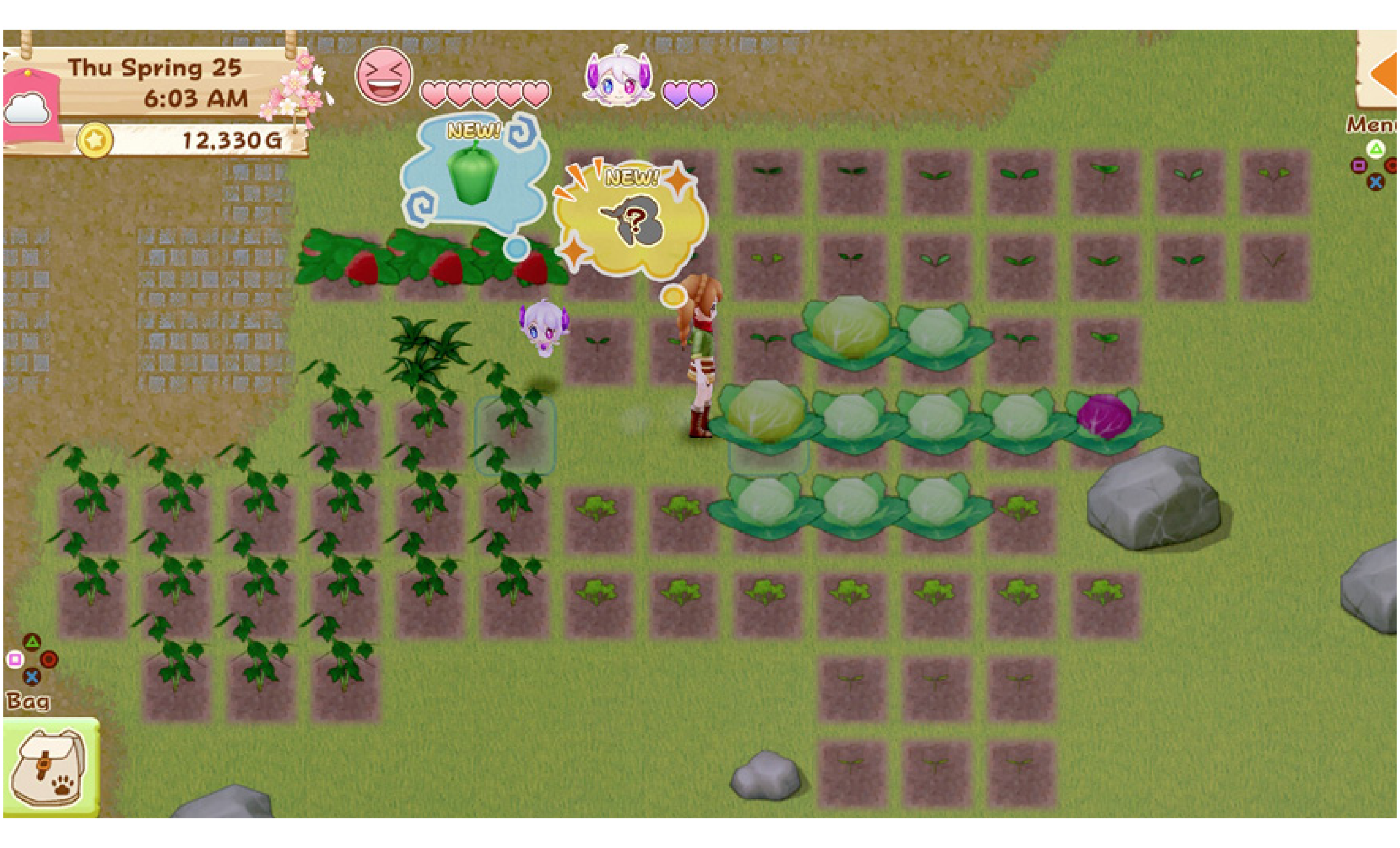
**Desert:** The rocky, arid area of the upper mountain (the region where Edmond lives) contains the fourth terrain type. As with the marsh, this is more of a specialty terrain, primarily used for encouraging plant mutation than general crops.



## Water and Fertilizer

Once planted, the seeds must be watered to grow. Though watering your crops every day isn't mandatory—and rain and snow do this for you automatically—we recommend doing so anyway to form good habits and to maintain a higher quality. Though only crops left unwatered for multiple days have a chance of dying, the quality of the resulting produce diminishes every day a plant goes unwatered. This is particularly true during the summer heat. Pay close attention to villagers commenting on a heat wave, and water your plants daily!

The game employs a complex behind-the-scenes system known as Quality Points (QP) that determine whether a crop achieves a Great harvest, mutates, or dies. Though the system is far too robust to detail here, players can gauge how their crops are doing by walking through the fields and noting the colors of the status bubbles that appear. While blue bubbles indicate crops in need of Fertilizer or water, golden bubbles show crops at maximum QP and likely to mutate or yield a "Great" variety. Plain white-colored bubbles indicate a basic crop.



*Note the different bubbles representing the different qualities of crops to be harvested.*

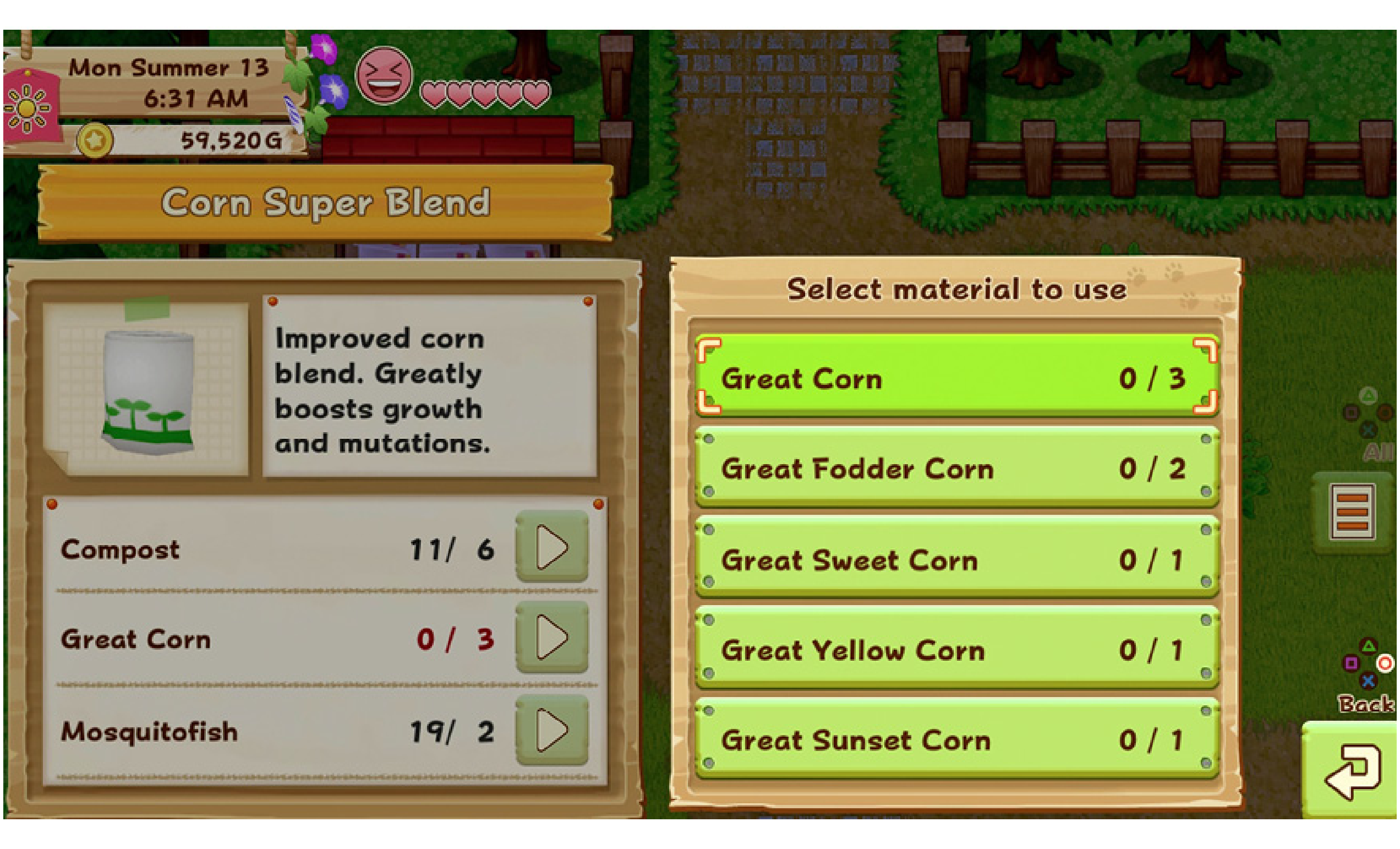
Fertilizer comes in a number of varieties, unlocked by completing Dean's requests, that fundamentally fall into two classes: general and crop-specific. The basic Fertilizer can be applied to any type of crop and helps you achieve some low-level mutations (see the following charts) while primarily helping to ensure the crop can survive a weather event out of season. Crop-specific blends (and super blends) are required to achieve the much rarer second- and third-generation mutations.

We recommend applying Fertilizer to basic crops once every week to keep them alive in season, or once every four days out of season. This is particularly useful for crops such as Corn and Hot Peppers that can continue to yield multiple harvests over multiple seasons. Consider applying crop-specific Fertilizer more frequently when trying to cultivate a new mutation.

### Lack of Watering Effects on Crops

| Time Since Ground Dried (hours) | Chance Crop Dies |
|---|---|
| 24 | 0 |
| 36 | 0 |
| 48 | 0 |
| 52 | 0 |
| 57 | 10% |
| 62 | 30% |
| 72 | 60% |

The Fertilizer Bins located throughout the island are well-positioned to help you store and access a variety of Fertilizer types. Consider keeping your basic Compost and Fertilizer on hand while leaving all of your crop-specific Fertilizers stored away in the Fertilizer Bin until you need them. Interact with the Fertilizer Bin to make new Fertilizer.



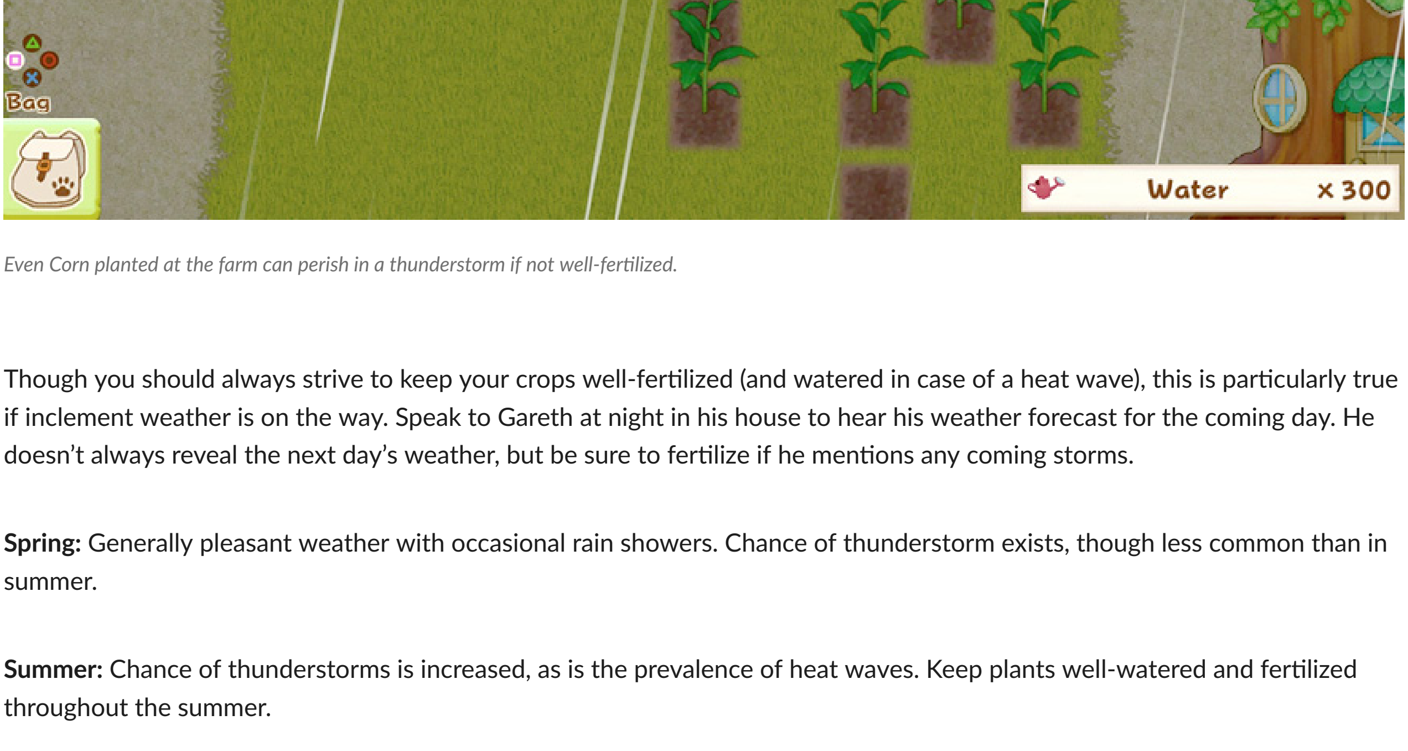
*The Fertilizer Bin allows you to substitute ingredients just like when cooking.*

### Fertilizer Recipes

| Type | Ingredients | Qty Made | Learned |
|---|---|---|---|
| Fertilizer | Compost x4 | 10 | Repair Fertilizer Bin |
| Tomato Blend | Compost x4, Tomato x3, Bluegill x2 | 10 | Dean: Fertilizer 2 |
| Tomato Super Blend | Compost x6, Great Tomato x3, Bluegill x2 | 10 | Dean: Fertilizer 2 |
| Corn Blend | Compost x4, Corn x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Corn Super Blend | Compost x6, Great Corn x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Cabbage Blend | Compost x4, Cabbage x3, Bluegill x2 | 10 | Dean: Fertilizer 2 |
| Cabbage Super Blend | Compost x6, Great Cabbage x3, Bluegill x2 | 10 | Dean: Fertilizer 2 |
| Celery Blend | Compost x4, Celery x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Celery Super Blend | Compost x6, Great Celery x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Onion Blend | Compost x4, Onion x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Onion Super Blend | Compost x6, Great Onion x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Wheat Blend | Compost x4, Wheat x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Wheat Super Blend | Compost x6, Great Wheat x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Potato Blend | Compost x4, Potato x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Potato Super Blend | Compost x6, Great Potato x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Carrot Blend | Compost x4, Carrot x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Carrot Super Blend | Compost x6, Great Carrot x3, Sardine x2 | 10 | Dean: Fertilizer 2 |
| Spinach Blend | Compost x4, Spinach x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Spinach Super Blend | Compost x6, Great Spinach x3, Mosquitofish x2 | 10 | Dean: Fertilizer 2 |
| Berry Blend | Compost x4, Strawberry x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Berry Super Blend | Compost x6, Great Strawberry x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Pepper Blend | Compost x4, Hot Pepper x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Pepper Super Blend | Compost x6, Great Hot Pepper x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Pumpkin Blend | Compost x4, Pumpkin x3, Mosquitofish x2 | 10 | Dean: Fertilizer 4 |
| Pumpkin Super Blend | Compost x6, Great Pumpkin x3, Mosquitofish x2 | 10 | Dean: Fertilizer 4 |
| Broccoli Blend | Compost x4, Broccoli x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Broccoli Super Blend | Compost x6, Great Broccoli x3, Sardine x2 | 10 | Dean: Fertilizer 4 |
| Melon Blend | Compost x4, Watermelon x3, Bluegill x2 | 10 | Dean: Fertilizer 6 |
| Melon Super Blend | Compost x6, Great Watermelon x3, Bluegill x2 | 10 | Dean: Fertilizer 6 |
| Asparagus Blend | Compost x4, Asparagus x3, Bluegill x2 | 10 | Dean: Fertilizer 6 |
| Asparagus Super Blend | Compost x6, Great Asparagus x3, Bluegill x2 | 10 | Dean: Fertilizer 6 |
| Retention Agent | Compost x4, Egg x5, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Retention Agent Super | Compost x6, Great Egg x5, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Retention Agent EX | Compost x6, Ultimate Egg x5, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Retention Agent SP | Compost x8, Supreme Egg x5, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Retention Agent Omega | Compost x10, Miracle Egg x5, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Growth Promoter | Compost x4, Yogurt x3, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Growth Promoter Super | Compost x6, Great Yogurt x3, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Growth Promoter EX | Compost x6, Ultimate Yogurt x3, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Growth Promoter SP | Compost x8, Supreme Yogurt x3, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Growth Promoter Omega | Compost x10, Legendary Yogurt x3, Seashell x2 | 10 | Dean: Fertilizer 8 |
| Herbicide | Compost x4, Salt x4 | 10 | Dean: Fertilizer 8 |
| Perfect Blend | Compost x4, Kegling x3 | 10 | Dean: Fertilizer 10 |
| Ultimate Blend | Compost x6, Great Kegling x3 | 10 | Dean: Fertilizer 10 |

## Weather Effects on Crops

Weather events are both a blessing and a curse. For your crops planted in season, a rain shower or snowfall is convenient, as it means you don't have to water them. But you generally need to safeguard against thunderstorms, fog, heat, and snow. Especially if you have crops planted out of the preferred season.



*Even Corn planted at the farm can perish in a thunderstorm if not well-fertilized.*

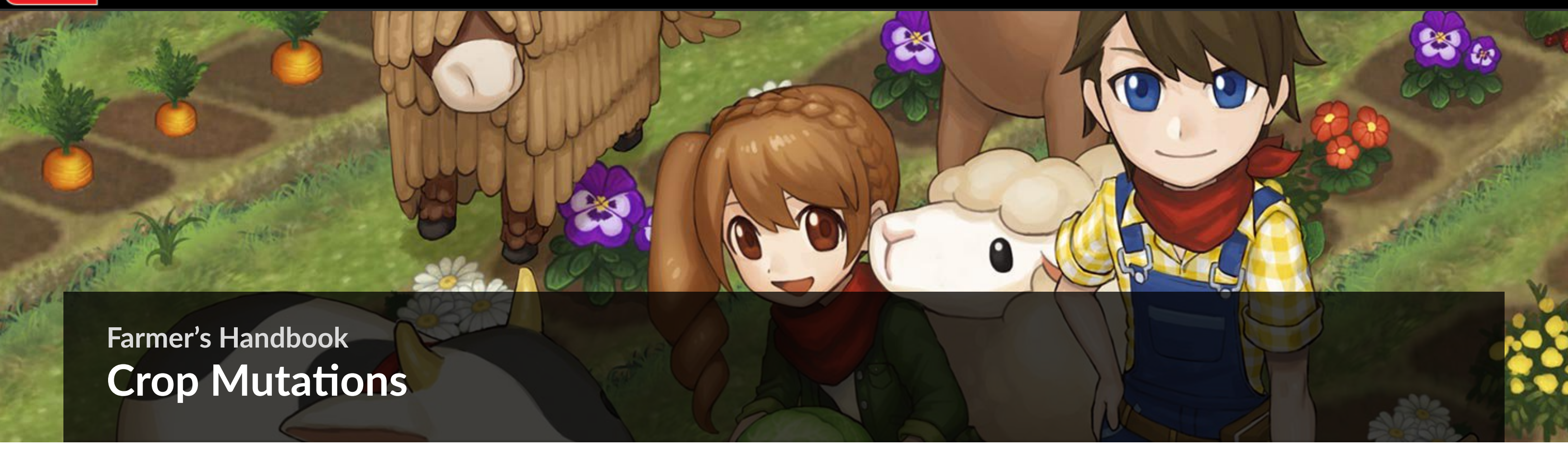
Though you should always strive to keep your crops well-fertilized (and watered in case of a heat wave), this is particularly true if inclement weather is on the way. Speak to Gareth at night in his house to hear his weather forecast for the coming day. He doesn't always reveal the next day's weather, but be sure to fertilize if he mentions any coming storms.

**Spring:** Generally pleasant weather with occasional rain showers. Chance of thunderstorm exists, though less common than in summer.

**Summer:** Chance of thunderstorms is increased, as is the prevalence of heat waves. Keep plants well-watered and fertilized throughout the summer.

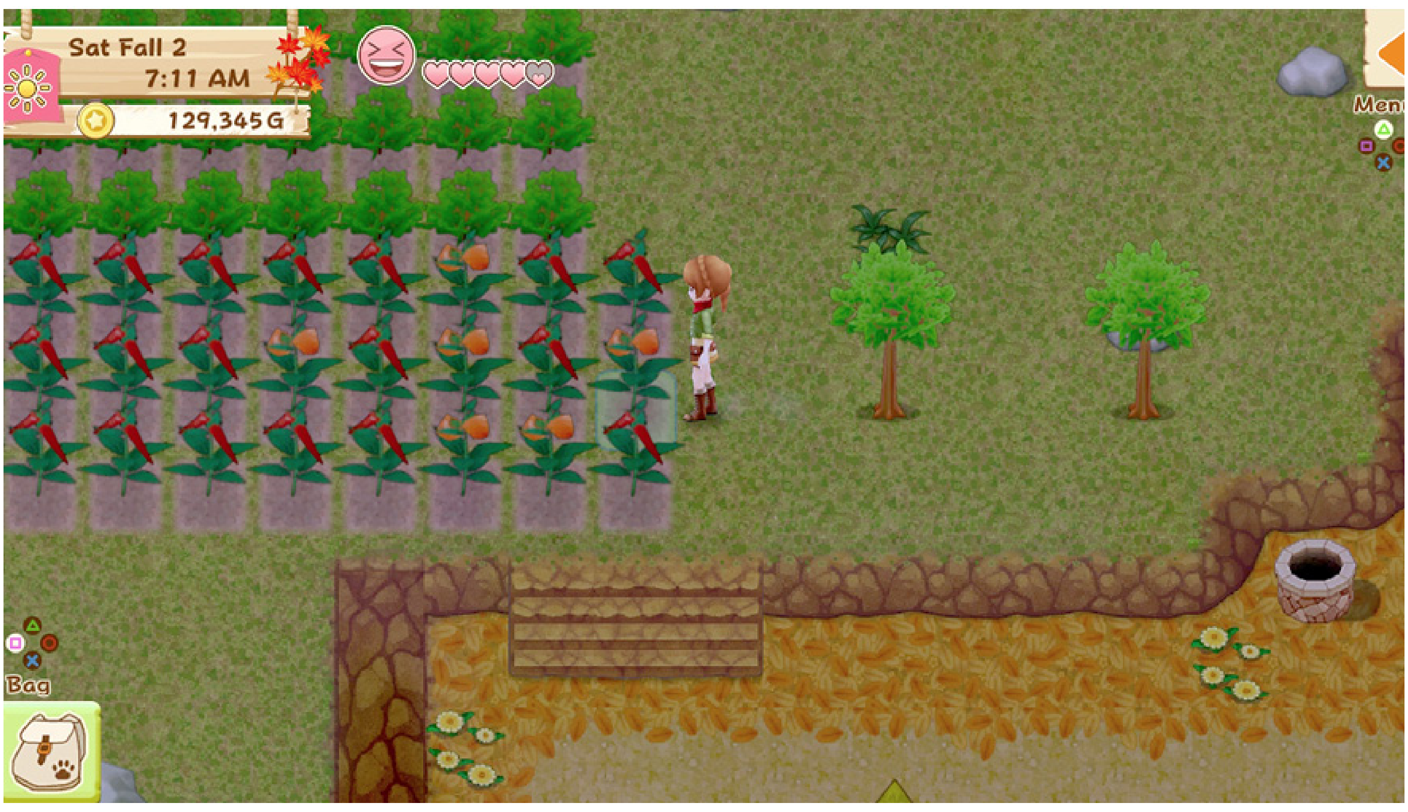
**Fall:** Still a chance of thunderstorms, but also fog. Fog can cause plants to wilt from the cold, so keep them fertilized. Plants must still be watered on foggy days.

**Winter:** Cold weather brings more fog and snowstorms. Occasional blizzards keep everyone indoors and wreak havoc on unfertilized plants. Take caution when planting summer crops in winter.



# Crop Mutations

As you progress in your new life as Beacon Town's sole farmer, expect to be asked to provide a variety of exotic crops. The only way to accomplish this is by cultivating specific mutations. Crops mutate only under ideal conditions—and even then, there's a chance the mutation won't occur.



*Planting Hot Peppers at the mountain in fall has a 27 percent chance to yield Habaneros.*

There are basically two types of mutations. First, there are the mutations that yield "Great"-quality crops. Though these resemble the base crops from the seeds you planted, they're much higher in quality, sell for more money, and cannot be purchased as seeds. The other type is an entirely new species of vegetable/fruit.

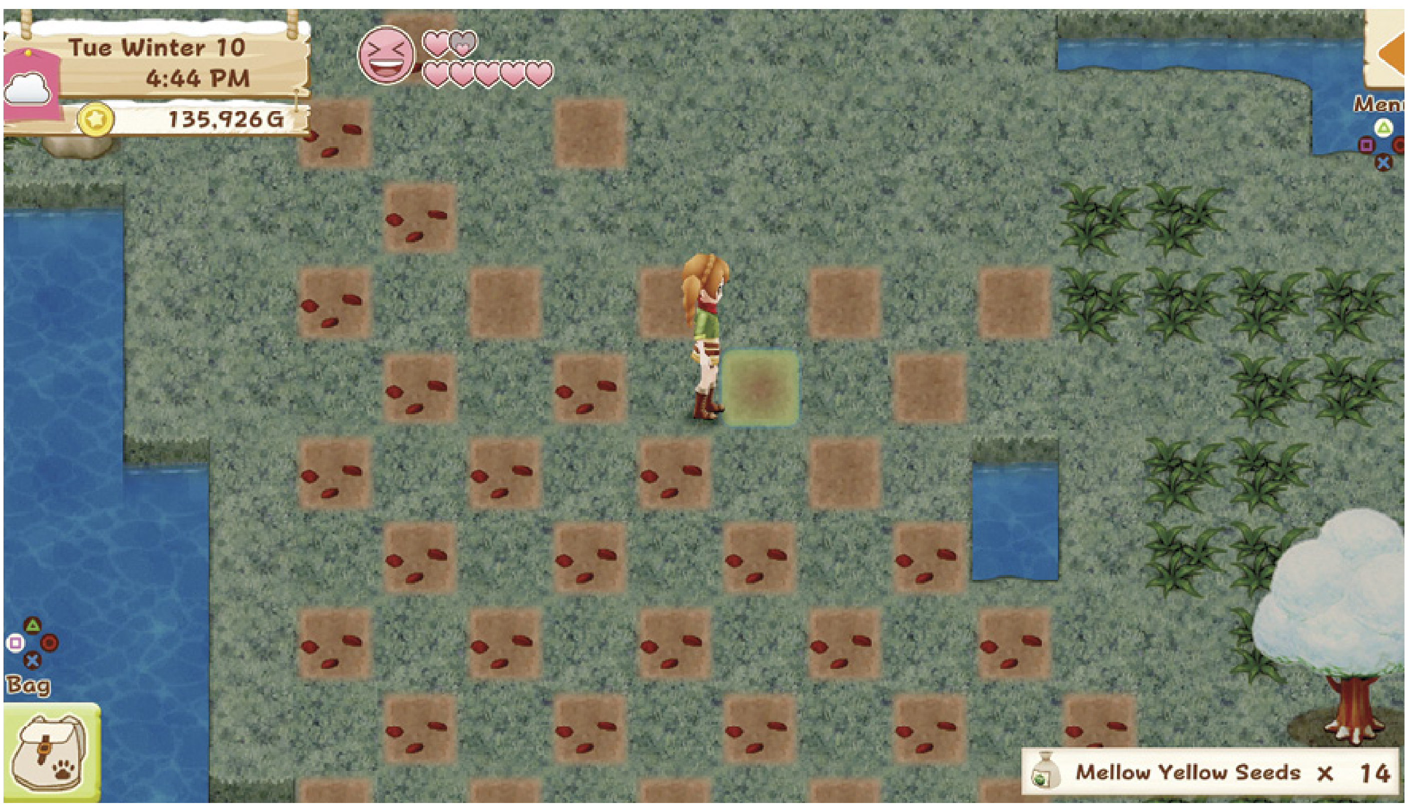
As the following tables show, each family of vegetable or fruit has a suite of mutations that can occur if seeds are planted in the right combination of soil condition and season. Many mutations can yield further mutations if you provide ample water, crop-specific Fertilizer, and meet the other mutation conditions.

### Food for Friends

Unlike in prior *Harvest Moon* games, the primary reasons to grow crops in *Light of Hope* include completing the many townsfolk requests, cooking, and completing the Encyclopedia. Though you can achieve a tidy profit by selling the crops you grow—especially rare varieties—mining is a far more efficient way to amass wealth.

Generally speaking, following the strict planting requirements and providing adequate water and Fertilizer is all you need to do to encourage crop mutation, but sometimes that isn't enough. Some crops, such as the ever-challenging Snowman variety of Melon and the Goldberry strain of Berry, require specific planting patterns in order to mutate. Whereas the bulk of the crops have a "companion plant" that encourages growth and mutation when planted alongside (celery is a common companion plant), these plants wilt when grown in clusters.

Thanks to the range of the tools you can upgrade to, it's common to plant crops in thick fields, or at least strips three rows wide. This is usually a good idea, as running through crops doesn't damage them. However, pay attention to crops that die shortly after being planted surrounded by other crops. This is your cue to plant them in a different pattern. Ultimately, you need only concern yourself with this when trying to get Cranberries to mutate into Goldberries and Mellow Yellow Melons to mutate into Snowman Melons. Plant the Cranberries in separate rows and the Snowman in a checkerboard pattern.



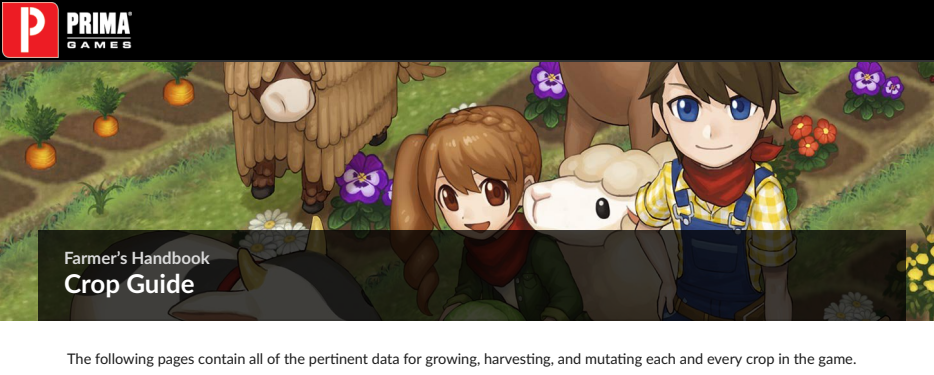
*Planting Mellow Yellow Seeds in a checkerboard pattern may lead to Snowman mutation.*

### Multiple Harvests, Multiple Chances to Mutate

Crops that yield multiple harvests from a single planting necessarily yield the same variety of crop if mutation conditions exist. The plant may yield a mutation on one harvest and a normal base plant three days later. Take care to continue watering and fertilizing between harvests to yield more valuable crops. Don't give up on it after the initial harvest!

## Accessing Mutated Seeds

Sam eventually stocks all of the basic crop seeds without any input from you. To unlock the seeds for a given mutation, you must sell him a set number of crops first. This number varies depending on the complexity of the mutation and whether it's a second- or third-generation mutation. Selling "Great" versions of a mutated crop counts toward your tally for unlocking the seeds, but selling the seeds (acquired through a request, for example) does not help unlock the seeds from Sam. Consult the following tables to see how many crops must be grown and sold in order to unlock the seeds.



Farmer's Handbook

# Crop Guide

The following pages contain all of the pertinent data for growing, harvesting, and mutating each and every crop in the game. We recommend you spend the first two or three seasons experimenting on your own, restoring the island, and amassing a lot of money through mining before devoting too much effort to completing requests and filling out the Encyclopedia. Then, when you're ready, dive in!

We've divided this section by family of crop, in the order that they appear in the Encyclopedia. Make special note of the final column in each Mutation Requirements table, as it shows the chance a crop will mutate. Understand that even if you do everything correctly, some crops still only have a 10 percent chance to mutate. Always plant more than you think you need to when aiming for second- and third-generation requirements, as several species are very, very rare!

### Season and Terrain Legend

| Icon | Description |
|---|---|
| 🌸 | Spring |
| 🛟 | Summer |
| 🍁 | Fall |
| ⛄ | Winter |
| 🌿 | Farm: Includes everywhere you see lush grass in the farm zones, on either side of the stream. |
| ⛰ | Mountain: Includes both "infertile" grass areas in the lower part of the mountain. |
| 🪨 | Desert: The dried, rocky upper-mountain zone north of Doc's Architects and above the Harvest Goddess Spring. |
| 🌊 | Marsh: Includes the central and eastern beach areas where the many small ponds are located. |

## Cabbages

### Cabbage Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Cabbage | 🌸🍁⛄ | 🌿⛰🌊🪨 | 3 | – | 20 | – | 40 | 60 |
| | Great Cabbage | 🌸🍁⛄ | 🌿⛰🌊🪨 | 3 | – | – | – | 60 | 90 |
| | Red Cabbage* | 🌸🍁⛄ | 🌿⛰🌊🪨 | 3 | – | 30 | 30 | 60 | 90 |
| | Great Red Cabbage | 🌸🍁⛄ | 🌿⛰🌊🪨 | 3 | – | – | – | 90 | 135 |
| | Huge Cabbage* | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | 110 | 20 | 260 | 390 |
| | Great Huge Cabbage | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | – | – | 390 | 585 |
| | Green Cabbage* | 🌸🛟 | 🌊 | 6 | – | 120 | 20 | 250 | 375 |
| | Great Green Cabbage | 🌸🛟 | 🌊 | 6 | – | – | – | 380 | 570 |
| | Dome Cabbage* | 🌸⛄ | 🌿 | 8 | – | 260 | 30 | 590 | 885 |
| | Great Dome Cabbage | 🌸⛄ | 🌿 | 8 | – | – | – | 890 | 1335 |

### Cabbage Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Red Cabbage | Cabbage | X | – | – | – | X | X | X | X | None | 12 |
| Huge Cabbage | Cabbage | X | – | – | – | X | X | X | X | Cabbage Blend | 14 |
| Green Cabbage | Red Cabbage | X | – | – | – | – | – | X | – | None | 8 |
| Dome Cabbage | Huge Cabbage | – | – | – | X | X | – | – | – | Cabbage Blend | 10 |

## Celery

### Celery Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Celery | 🌸🍁 | 🌿⛰🌊🪨 | 6 | – | 20 | – | 70 | 105 |
| | Great Celery | 🌸🍁 | 🌿⛰🌊🪨 | 6 | – | – | – | 110 | 165 |
| | White Celery* | 🍁⛄ | 🌿⛰🌊🪨 | 6 | – | 40 | 10 | 80 | 120 |
| | Great White Celery | 🍁⛄ | 🌿⛰🌊🪨 | 6 | – | – | – | 120 | 180 |
| | Mystic Herb* | 🌸🛟 | 🌿 | 8 | – | 80 | 20 | 180 | 270 |
| | Great Mystic Herb | 🌸🛟 | 🌿 | 8 | – | – | – | 270 | 405 |
| | Royal Herb* | 🍁⛄ | ⛰ | 8 | – | 260 | 30 | 580 | 870 |
| | Great Royal Herb | 🍁⛄ | ⛰ | 8 | – | – | – | 870 | 1305 |

### Celery Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| White Celery | Celery | – | – | – | X | X | X | X | X | None | 22 |
| Mystic Herb | Celery | – | X | – | – | X | – | – | – | Celery Blend | 24 |
| Royal Herb | White Celery | – | – | – | X | – | X | – | – | Celery Blend | 20 |

## Onions

### Onion Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Onion | 🌸🛟 | ⛰ | 6 | – | 30 | – | 70 | 105 |
| | Great Onion | 🌸🛟 | ⛰ | 6 | – | – | – | 110 | 165 |
| | Scallion* | 🌸🛟 | 🌿⛰🌊🪨 | 6 | – | 40 | 10 | 80 | 120 |
| | Great Scallion | 🌸🛟 | 🌿⛰🌊🪨 | 6 | – | – | – | 120 | 180 |
| | Petite Onion* | 🌸 | 🪨 | 4 | – | 90 | 20 | 190 | 285 |
| | Great Petite Onion | 🌸 | 🪨 | 4 | – | – | – | 290 | 435 |
| | Pearl Onion* | 🍁⛄ | 🌿 | 8 | – | 180 | 20 | 390 | 585 |
| | Great Pearl Onion | 🍁⛄ | 🌿 | 8 | – | – | – | 590 | 885 |
| | Red Onion* | 🌸🛟 | 🌿⛰🌊🪨 | 8 | – | 180 | 30 | 390 | 585 |
| | Great Red Onion | 🌸🛟 | 🌿⛰🌊🪨 | 8 | – | – | – | 590 | 885 |
| | Teardrop* | ⛄ | 🌊 | 8 | – | 260 | 30 | 570 | 855 |
| | Great Teardrop | ⛄ | 🌊 | 8 | – | – | – | 860 | 1290 |

### Onion Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Scallion | Onion | X | – | – | – | X | X | X | X | None | 22 |
| Petite Onion | Scallion | X | – | – | – | – | – | – | X | None | 18 |
| Pearl Onion | Petite Onion | – | – | X | – | X | – | – | – | None | 13 |
| Red Onion | Scallion | – | X | – | – | X | X | X | X | Onion Blend | 20 |
| Teardrop | Red Onion | – | – | – | X | – | – | X | – | Onion Blend | 15 |

## Strawberries

### Strawberry Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Strawberry | 🌸🍁 | 🌿⛰🌊🪨 | 8 | 3 | 20 | – | 40 | 60 |
| | Great Strawberry | 🌸🍁 | 🌿⛰🌊🪨 | 8 | 3 | – | – | 60 | 90 |
| | White Berry* | 🍁⛄ | 🌿⛰🌊🪨 | 8 | 3 | 30 | 10 | 60 | 90 |
| | Great White Berry | 🍁⛄ | 🌿⛰🌊🪨 | 8 | 3 | – | – | 90 | 135 |
| | Angel Lantern* | 🍁 | 🌿⛰🌊🪨 | 8 | 4 | 70 | 20 | 140 | 210 |
| | Great Angel Lantern | 🍁 | 🌿⛰🌊🪨 | 8 | 4 | – | – | 210 | 315 |
| | Magical Berry | 🌸 | 🌊 | 12 | 6 | 200 | 50 | 430 | 645 |
| | Great Magical Berry | 🌸 | 🌊 | 12 | 6 | – | – | 650 | 975 |
| | Princess's Eye* | 🛟 | ⛰ | 12 | 7 | 260 | 50 | 570 | 855 |
| | Great Princess's Eye | 🛟 | ⛰ | 12 | 7 | – | – | 860 | 1290 |

### Strawberry Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| White Berry | Strawberry | – | – | – | X | X | X | X | X | None | 22 |
| Angel Lantern | White Berry | – | – | X | – | X | X | X | X | None | 18 |
| Magical Berry | Angel Lantern | X | – | – | – | – | – | X | – | Berry Blend | 15 |
| Princess's Eye | Angel Lantern | – | X | – | – | – | X | – | – | Berry Blend | 15 |

## Tomatoes

### Tomato Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Tomato | 🛟🍁 | 🌿⛰🌊🪨 | 6 | – | 30 | – | 70 | 105 |
| | Great Tomato | 🛟🍁 | 🌿⛰🌊🪨 | 6 | – | – | – | 110 | 165 |
| | San Marzano* | 🛟🍁 | 🪨 | 6 | – | 50 | 10 | 110 | 165 |
| | Great San Marzano | 🛟🍁 | 🪨 | 6 | – | – | – | 170 | 255 |
| | Red Zeppelin* | 🌸🛟 | 🌿 | 8 | – | 260 | 20 | 590 | 885 |
| | Great Red Zeppelin | 🌸🛟 | 🌿 | 8 | – | – | – | 890 | 1335 |
| | Crimson* | 🌸⛄ | 🌿⛰🌊🪨 | 12 | – | 160 | 50 | 420 | 630 |
| | Great Crimson | 🌸⛄ | 🌿⛰🌊🪨 | 12 | – | – | – | 630 | 945 |
| | Killer Tomato* | 🍁 | 🪨 | 12 | – | 510 | 50 | 1290 | 1935 |
| | Great Killer Tomato | 🍁 | 🪨 | 12 | – | – | – | 1940 | 2910 |

### Tomato Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| San Marzano | Tomato | – | X | – | – | – | – | – | X | None | 12 |
| Crimson | Tomato | – | – | – | X | X | X | X | X | Tomato Blend | 14 |
| Red Zeppelin | San Marzano | X | – | – | – | X | – | – | – | Tomato Blend | 10 |
| Killer Tomato | Crimson | – | – | X | – | – | – | – | X | Tomato Blend | 10 |

## Corn

### Corn Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Corn | 🛟🍁 | 🌿⛰🌊🪨 | 6 | 2 | 20 | – | 40 | 60 |
| | Great Corn | 🛟🍁 | 🌿⛰🌊🪨 | 6 | 2 | – | – | 60 | 90 |
| | Fodder Corn* | 🛟⛄ | 🌿⛰🌊🪨 | 6 | 2 | 20 | 10 | 40 | 60 |
| | Great Fodder Corn | 🛟⛄ | 🌿⛰🌊🪨 | 6 | 2 | – | – | 60 | 90 |
| | Sweet Corn* | 🌸🛟 | 🌿⛰🌊🪨 | 8 | 4 | 30 | 20 | 60 | 90 |
| | Great Sweet Corn | 🌸🛟 | 🌿⛰🌊🪨 | 8 | 4 | – | – | 90 | 135 |
| | Yellow Corn* | 🍁⛄ | 🌿 | 8 | 3 | 40 | 50 | 80 | 120 |
| | Great Yellow Corn | 🍁⛄ | 🌿 | 8 | 3 | – | – | 120 | 180 |
| | Sunset Corn* | 🍁 | 🪨 | 8 | 3 | 60 | 50 | 120 | 180 |
| | Great Sunset Corn | 🍁 | 🪨 | 8 | 3 | – | – | 180 | 270 |

### Corn Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Fodder Corn | Corn | – | X | – | – | X | X | X | X | None | 27 |
| Sweet Corn | Corn | – | X | – | – | X | X | X | X | None | 27 |
| Yellow Corn | Sweet Corn | – | – | – | X | X | – | – | – | None | 23 |
| Sunset Corn | Fodder Corn | – | – | X | – | – | – | – | X | Corn Blend | 25 |

## Bell Peppers

### Pepper Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Green Pepper | 🌸🛟 | 🌿⛰🌊🪨 | 8 | 3 | 20 | – | 40 | 60 |
| | Great Green Pepper | 🌸🛟 | 🌿⛰🌊🪨 | 8 | 3 | – | – | 60 | 90 |
| | Red Pepper* | 🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | 30 | 10 | 60 | 90 |
| | Great Red Pepper | 🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | – | – | 90 | 135 |
| | Orange Pepper* | 🛟 | 🌿 | 8 | 4 | 40 | 20 | 80 | 120 |
| | Great Orange Pepper | 🛟 | 🌿 | 8 | 4 | – | – | 120 | 180 |
| | Magic Pepper* | 🌸⛄ | ⛰ | 10 | 5 | 120 | 20 | 250 | 375 |
| | Great Magic Pepper | 🌸⛄ | ⛰ | 10 | 5 | – | – | 380 | 570 |
| | Purple Pepper* | 🌸 | 🪨 | 10 | 5 | 120 | 50 | 250 | 375 |
| | Great Purple Pepper | 🌸 | 🪨 | 10 | 5 | – | – | 380 | 570 |
| | White Pepper* | ⛄ | 🌿 | 8 | 4 | 100 | 50 | 210 | 315 |
| | Great White Pepper | ⛄ | 🌿 | 8 | 4 | – | – | 320 | 480 |
| | Golden Pepper* | 🛟 | 🌊 | 12 | 6 | 150 | 50 | 430 | 645 |
| | Great Golden Pepper | 🛟 | 🌊 | 12 | 6 | – | – | 650 | 975 |

### Pepper Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Red Pepper | Green Pepper | – | X | – | – | X | X | X | X | Pepper Blend | 24 |
| Orange Pepper | Green Pepper | – | X | – | – | X | – | – | – | None | 22 |
| Magic Pepper | Green Pepper | X | – | – | – | – | X | – | – | Pepper Blend | 20 |
| Purple Pepper | Red Pepper | X | – | – | – | – | – | – | X | None | 18 |
| White Pepper | Magic Pepper | – | – | – | X | X | – | – | – | None | 13 |
| Golden Pepper | Magic Pepper | – | X | – | – | – | – | X | – | Pepper Blend | 15 |

## Grains

### Grain Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Wheat | 🌸🛟🍁 | 🌿 | 4 | – | 20 | – | 40 | 60 |
| | Great Wheat | 🌸🛟🍁 | 🌿 | 4 | – | – | – | 60 | 90 |
| | Durum* Wheat | 🌸🛟🍁 | ⛰ | 4 | – | 20 | 10 | 40 | 60 |
| | Great Durum Wheat | 🌸🛟🍁 | ⛰ | 4 | – | – | – | 60 | 90 |
| | Barley* | 🛟🍁 | 🌿⛰🌊🪨 | 6 | – | 30 | 20 | 60 | 90 |
| | Great Barley | 🛟🍁 | 🌿⛰🌊🪨 | 6 | – | – | – | 90 | 135 |
| | Rye* | 🍁⛄ | 🪨 | 4 | – | 60 | 30 | 120 | 180 |
| | Great Rye | 🍁⛄ | 🪨 | 4 | – | – | – | 180 | 270 |

### Grain Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Durum Wheat | Wheat | – | X | – | – | – | X | – | – | None | 27 |
| Barley | Wheat | – | – | X | – | X | X | X | X | None | 27 |
| Rye | Barley | – | – | – | X | – | – | – | X | Wheat Blend | 25 |

## Hot Peppers

### Hot Pepper Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Hot Pepper | 🛟🍁 | 🌿⛰🌊🪨 | 6 | 2 | 20 | – | 40 | 60 |
| | Great Hot Pepper | 🛟🍁 | 🌿⛰🌊🪨 | 6 | 2 | – | – | 60 | 90 |
| | Habanero* | 🛟🍁 | ⛰ | 6 | 2 | 20 | 10 | 40 | 60 |
| | Great Habanero | 🛟🍁 | ⛰ | 6 | 2 | – | – | 60 | 90 |
| | Jalapeno* | 🌸🍁 | 🌿 | 6 | 2 | 20 | 20 | 40 | 60 |
| | Great Jalapeno | 🌸🍁 | 🌿 | 6 | 2 | – | – | 60 | 90 |
| | Dragon Pepper* | 🌸⛄ | 🌿⛰🌊🪨 | 8 | 3 | 40 | 50 | 80 | 120 |
| | Great Dragon Pepper | 🌸⛄ | 🌿⛰🌊🪨 | 8 | 3 | – | – | 120 | 180 |
| | Devil Pepper* | 🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | 40 | 50 | 80 | 120 |
| | Great Devil Pepper | 🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | – | – | 120 | 180 |

### Hot Pepper Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Habanero | Hot Pepper | – | – | X | – | – | X | – | – | None | 27 |
| Jalapeno | Hot Pepper | X | – | – | – | X | – | – | – | None | 27 |
| Dragon Pepper | Jalapeno | – | – | – | X | X | X | X | X | Pepper Blend | 25 |
| Devil Pepper | Habanero | – | X | – | – | X | X | X | X | Pepper Blend | 25 |

## Potatoes

### Potato Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Potato | 🛟🍁 | 🌿⛰🌊🪨 | 4 | – | 20 | – | 40 | 60 |
| | Great Potato | 🛟🍁 | 🌿⛰🌊🪨 | 4 | – | – | – | 60 | 90 |
| | Purple Potato | 🌸⛄ | ⛰ | 5 | – | 30 | 10 | 60 | 90 |
| | Great Purple Potato | 🌸⛄ | ⛰ | 5 | – | – | – | 90 | 135 |
| | Giant Potato | 🍁 | 🌿⛰🌊🪨 | 10 | – | 60 | 20 | 130 | 195 |
| | Great Giant Potato | 🍁 | 🌿⛰🌊🪨 | 10 | – | – | – | 200 | 300 |
| | Black Potato | 🛟🍁 | 🌊 | 8 | – | 120 | 20 | 250 | 375 |
| | Great Black Potato | 🛟🍁 | 🌊 | 8 | – | – | – | 380 | 570 |
| | Titan Potato | ⛄ | 🪨 | 10 | – | 190 | 30 | 400 | 600 |
| | Great Titan Potato | ⛄ | 🪨 | 10 | – | – | – | 600 | 900 |

### Potato Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Purple Potato | Potato | – | – | – | X | – | X | – | – | Potato Blend | 29 |
| Giant Potato | Potato | – | – | X | – | X | X | X | X | None | 27 |
| Black Potato | Purple Potato | – | X | – | – | – | – | X | – | Potato Blend | 25 |
| Titan Potato | Black Potato | – | – | – | X | – | – | – | X | Potato Blend | 20 |

## Carrots

### Carrot Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Carrot | 🌸🍁⛄ | 🌿⛰🌊🪨 | 4 | – | 20 | – | 40 | 60 |
| | Great Carrot | 🌸🍁⛄ | 🌿⛰🌊🪨 | 4 | – | – | – | 60 | 90 |
| | Baby Carrot | 🌸🍁⛄ | 🌿 | 3 | – | 30 | 10 | 60 | 90 |
| | Great Baby Carrot | 🌸🍁⛄ | 🌿 | 3 | – | – | – | 90 | 135 |
| | Brown Carrot | 🛟🍁 | 🌊 | 5 | – | 40 | 20 | 80 | 120 |
| | Great Brown Carrot | 🛟🍁 | 🌊 | 5 | – | – | – | 120 | 180 |
| | White Carrot | ⛄ | 🌿⛰🌊🪨 | 7 | – | 140 | 30 | 300 | 450 |
| | Great White Carrot | ⛄ | 🌿⛰🌊🪨 | 7 | – | – | – | 450 | 675 |
| | Mandrake | 🍁 | 🪨 | 7 | – | 140 | 30 | 300 | 450 |
| | Great Mandrake | 🍁 | 🪨 | 7 | – | – | – | 450 | 675 |

### Carrot Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Baby Carrot | Carrot | – | – | – | X | X | – | – | – | None | 22 |
| Brown Carrot | Carrot | – | X | – | – | – | – | X | – | None | 22 |
| White Carrot | Baby Carrot | – | – | – | X | X | X | X | X | Carrot Blend | 20 |
| Mandrake | Brown Carrot | – | – | X | – | – | – | – | X | Carrot Blend | 20 |

## Pumpkins

### Pumpkin Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Pumpkin | 🌸🍁 | 🌿⛰🌊🪨 | 9 | 4 | 20 | – | 40 | 60 |
| | Great Pumpkin | 🌸🍁 | 🌿⛰🌊🪨 | 9 | 4 | – | – | 60 | 90 |
| | Zucchini | 🛟 | 🌊 | 8 | 3 | 30 | 10 | 60 | 90 |
| | Great Zucchini | 🛟 | 🌊 | 8 | 3 | – | – | 90 | 135 |
| | Squash | 🌸🛟 | 🌿 | 10 | 5 | 40 | 20 | 80 | 120 |
| | Great Squash | 🌸🛟 | 🌿 | 10 | 5 | – | – | 120 | 180 |
| | Giant Squash | 🛟 | 🌿⛰🌊🪨 | 24 | 7 | 530 | 20 | 1340 | 2010 |
| | Great Giant Squash | 🛟 | 🌿⛰🌊🪨 | 24 | 7 | – | – | 2010 | 3015 |
| | Cream Pumpkin | ⛄ | ⛰ | 12 | 7 | 190 | 50 | 410 | 615 |
| | Great Cream Pumpkin | ⛄ | ⛰ | 12 | 7 | – | – | 620 | 930 |
| | Giant Pumpkin | 🍁 | 🪨 | 18 | 8 | 390 | 50 | 900 | 1350 |
| | Great Giant Pumpkin | 🍁 | 🪨 | 18 | 8 | – | – | 1350 | 2025 |

### Pumpkin Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Zucchini | Pumpkin | – | X | – | – | – | – | X | – | None | 27 |
| Squash | Pumpkin | X | – | – | – | X | – | – | – | None | 27 |
| Giant Squash | Squash | – | X | – | – | X | X | X | X | Pumpkin Blend | 25 |
| Cream Pumpkin | Squash | – | – | – | X | X | X | X | X | None | 23 |
| Giant Pumpkin | Giant Squash | – | – | X | – | – | – | – | X | Pumpkin Blend | 20 |

## Spinach

### Spinach Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Spinach | 🌸🛟⛄ | 🌿⛰🌊🪨 | 4 | – | 20 | – | 40 | 60 |
| | Great Spinach | 🌸🛟⛄ | 🌿⛰🌊🪨 | 4 | – | – | – | 60 | 90 |
| | Baby Spinach | 🌸⛄ | 🌿⛰🌊🪨 | 4 | – | 30 | 10 | 60 | 90 |
| | Great Baby Spinach | 🌸⛄ | 🌿⛰🌊🪨 | 4 | – | – | – | 90 | 135 |
| | Savoy Spinach | 🌸⛄ | 🌿 | 5 | – | 40 | 20 | 80 | 120 |
| | Great Savoy Spinach | 🌸⛄ | 🌿 | 5 | – | – | – | 120 | 180 |
| | Lilac Spinach | 🍁⛄ | 🌊 | 6 | – | 80 | 30 | 170 | 255 |
| | Great Lilac Spinach | 🍁⛄ | 🌊 | 6 | – | – | – | 260 | 390 |
| | Pink Spinach | ⛄ | 🌿⛰🌊🪨 | 7 | – | 140 | 30 | 300 | 450 |
| | Great Pink Spinach | ⛄ | 🌿⛰🌊🪨 | 7 | – | – | – | 450 | 675 |

### Spinach Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Baby Spinach | Spinach | – | – | – | X | X | X | X | X | Spinach Blend | 29 |
| Savoy Spinach | Spinach | X | – | – | – | X | – | – | – | None | 27 |
| Lilac Spinach | Savoy Spinach | – | – | X | – | – | – | X | – | None | 23 |
| Pink Spinach | Baby Spinach | – | – | – | X | X | X | X | X | Spinach Blend | 25 |

## Broccoli

### Broccoli Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Broccoli | 🛟🍁⛄ | 🌿⛰🌊🪨 | 6 | – | 20 | – | 40 | 60 |
| | Great Broccoli | 🛟🍁⛄ | 🌿⛰🌊🪨 | 6 | – | – | – | 60 | 90 |
| | Broccolini | 🌸🛟🍁 | 🌿 | 5 | – | 30 | 10 | 60 | 90 |
| | Great Broccolini | 🌸🛟🍁 | 🌿 | 5 | – | – | – | 90 | 135 |
| | Romanesco | 🌸⛄ | 🌿⛰🌊🪨 | 9 | – | 190 | 20 | 410 | 615 |
| | Great Romanesco | 🌸⛄ | 🌿⛰🌊🪨 | 9 | – | – | – | 620 | 930 |
| | Evergreen | 🛟🍁 | 🪨 | 10 | – | 190 | 30 | 410 | 615 |
| | Great Evergreen | 🛟🍁 | 🪨 | 10 | – | – | – | 620 | 930 |
| | Dryad | 🌸 | 🌿 | 11 | – | 380 | 30 | 870 | 1305 |
| | Great Dryad | 🌸 | 🌿 | 11 | – | – | – | 1310 | 1965 |

### Broccoli Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Broccolini | Broccoli | – | – | X | – | X | – | – | – | None | 22 |
| Romanesco | Broccolini | – | – | – | X | X | X | X | X | Broccoli Blend | 20 |
| Evergreen | Broccolini | – | X | – | – | – | – | – | X | None | 18 |
| Dryad | Romanesco | X | – | – | – | X | – | – | – | Broccoli Blend | 15 |

## Berries

### Berry Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Blueberry | 🛟🍁 | ⛰ | 15 | 3 | 30 | – | 70 | 105 |
| | Great Blueberry | 🛟🍁 | ⛰ | 15 | 3 | – | – | 110 | 165 |
| | Cranberry | 🌸⛄ | 🌊 | 12 | 3 | 50 | 10 | 110 | 165 |
| | Great Cranberry | 🌸⛄ | 🌊 | 12 | 3 | – | – | 170 | 255 |
| | Gooseberry | 🛟🍁 | 🌿⛰🌊🪨 | 12 | 3 | 70 | 20 | 140 | 210 |
| | Great Gooseberry | 🛟🍁 | 🌿⛰🌊🪨 | 12 | 3 | – | – | 210 | 315 |
| | Blackcurrant | 🛟⛄ | 🌿 | 15 | 3 | 50 | 30 | 100 | 150 |
| | Great Blackcurrant | 🛟⛄ | 🌿 | 15 | 3 | – | – | 150 | 225 |
| | Goldberry | 🌸 | 🪨 | 20 | 2 | 240 | 50 | 520 | 780 |
| | Goldberry | 🌸 | 🪨 | 20 | 2 | – | – | 780 | 1170 |

### Berry Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Cranberry | Blueberry | – | – | – | X | – | – | X | – | Berry Blend | 24 |
| Gooseberry | Cranberry | – | – | X | – | X | X | X | – | None | 18 |
| Blackcurrant | Blueberry | – | – | – | X | X | – | – | – | None | 22 |
| Goldberry | Cranberry | X | – | – | – | – | – | – | X | Berry Blend | 20 |

## Melons

### Melon Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Watermelon | 🛟🍁 | ⛰ | 8 | – | 50 | – | 140 | 210 |
| | Great Watermelon | 🛟🍁 | ⛰ | 8 | – | – | – | 210 | 315 |
| | Mellow Yellow | 🛟 | 🪨 | 8 | – | 110 | 10 | 260 | 390 |
| | Great Mellow Yellow | 🛟 | 🪨 | 8 | – | – | – | 390 | 585 |
| | Cannonball | 🛟 | ⛰ | 10 | – | 110 | 20 | 260 | 390 |
| | Great Cannonball | 🛟 | ⛰ | 10 | – | – | – | 390 | 585 |
| | Kegling | 🍁 | 🪨 | 10 | – | 350 | 30 | 820 | 1230 |
| | Great Kegling | 🍁 | 🪨 | 10 | – | – | – | 1230 | 1845 |
| | Snowman | ⛄ | 🌊 | 12 | – | 830 | 50 | 2990 | 4485 |
| | Great Snowman | ⛄ | 🌊 | 12 | – | – | – | 4490 | 6735 |

### Melon Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Mellow Yellow | Watermelon | – | X | – | – | – | – | – | X | None | 12 |
| Cannonball | Watermelon | – | X | – | – | – | X | – | – | None | 12 |
| Kegling | Cannonball | – | – | X | – | – | – | – | X | Melon Blend | 10 |
| Snowman | Mellow Yellow | – | – | – | X | – | – | X | – | Melon Blend | 10 |

## Asparagus

### Asparagus Growth Conditions

| Crop | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Asparagus | 🛟🍁 | 🌿 | 12 | 3 | 30 | – | 70 | 105 |
| | Great Asparagus | 🛟🍁 | 🌿 | 12 | 3 | – | – | 110 | 165 |
| | Baby Asparagus | 🌸🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | 30 | 10 | 60 | 90 |
| | Great Baby Asparagus | 🌸🛟🍁 | 🌿⛰🌊🪨 | 8 | 3 | – | – | 90 | 135 |
| | Purple Asparagus | 🌸⛄ | ⛰ | 12 | 4 | 80 | 20 | 180 | 270 |
| | Great Purple Asparagus | 🌸⛄ | ⛰ | 12 | 4 | – | – | 270 | 405 |
| | Phalanx | 🍁 | 🪨 | 16 | 6 | 350 | 30 | 820 | 1230 |
| | Great Phalanx | 🍁 | 🪨 | 16 | 6 | – | – | 1230 | 1845 |

### Asparagus Mutation Requirements

| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Baby Asparagus | Asparagus | X | – | – | – | X | X | X | X | None | 12 |
| Purple Asparagus | Asparagus | X | – | – | – | – | X | – | – | Asparagus Blend | 14 |
| Phalanx | Purple Asparagus | – | – | X | – | – | – | – | X | Asparagus Blend | 10 |

## Fruit Trees

Fruit trees are the most straightforward crop to farm and also one of the trickiest, as they have only a 3 percent chance of yielding Great fruit. Also, unlike crops that yield multiple harvests, fruit trees either always yield Great fruit or always yield basic fruit. They don't change between harvests.

Sat Spring 12
10:00 AM
236,346G

Keep the area around your fruit trees clear of rocks and saplings.

The key to growing fruit trees is to plant them out of season, at least several weeks before they enter their fruiting season, so you maximize the amount of fruit you get per season. Plant them at least two or three squares from one another, and keep the area between them free of rocks and other trees that grow. Consider planting grass around your fruit trees to cut down on required maintenance.

### Fruit Tree Growth Conditions

| Fruit | Variety | Fruit Season | Sapling Cost (G) | Maturity Days | Regrow Days | Buy Price: Sam (G) | Buy Price: Bastian (G) |
|---|---|---|---|---|---|---|---|
| | Grapefruit | 🌸 | 2000 | 28 | 3 | 100 | 150 |
| | Great Grapefruit | 🌸 | – | 28 | 3 | 120 | 180 |
| | Peach | 🛟 | 3000 | 28 | 3 | 200 | 300 |
| | Great Peach | 🛟 | – | 28 | 3 | 240 | 360 |
| | Apple | 🍁 | 3000 | 28 | 3 | 150 | 225 |
| | Great Apple | 🍁 | – | 28 | 3 | 180 | 270 |
| | Orange | ⛄ | 3000 | 28 | 3 | 300 | 450 |
| | Great Orange | ⛄ | – | 28 | 3 | 360 | 540 |

## Flowers and Foraging

Several species of flowers grow wild throughout the island, along with Mushrooms and Bamboo Shoots. These forageable items serve as free sustenance and can be sold, used as gifts, or even used in building repairs. Many other species of flowers can be planted and harvested for profits. Flowers behave much like normal crops in that they can mutate in specific growing conditions and be sold to Carol. Sell enough of them to her to unlock the mutated seeds.

### Foraging

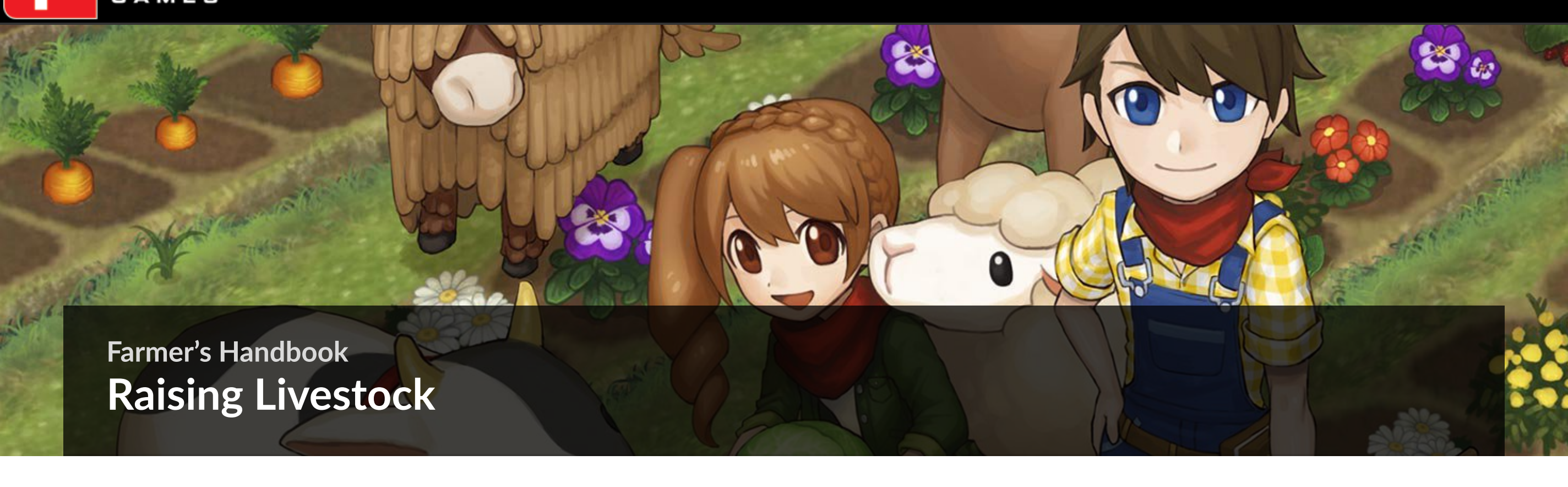
| Item | Season Found | Recommended Use |
|---|---|---|
| Bamboo Shoot | 🌸🛟 | Eat |
| Tulip | 🌸 | Repairs, Gifts, Sell |
| Marguerite | 🌸 | Gifts |
| Sunflower | 🛟 | Gifts, Sell |
| Pink Dahlia | 🛟 | Gifts, Sell |
| Mushroom | 🍁⛄ | Eat |
| Poinsettia | 🍁⛄ | Gifts, Sell |
| Cosmos | 🍁 | Gifts, Sell |
| Carnation | 🍁 | Gifts, Sell |

### Flower Growth Conditions

| Flower | Variety | Season | Terrain | Grow Days | Regrow Days | Seed Cost (G) | No. Sold to Unlock Seeds | Buy Price: Sam (G) | Buy Price: Carol (G) |
|---|---|---|---|---|---|---|---|---|---|
| | Marguerite | 🌸 | 🌿⛰🌊🪨 | 4 | – | 20 | – | 50 | 75 |
| | Great Marguerite | 🌸 | 🌿⛰🌊🪨 | 4 | – | – | – | 80 | 120 |
| | Tulip | 🌸 | 🌿⛰🌊🪨 | 6 | – | 30 | – | 70 | 105 |
| | Great Tulip | 🌸 | 🌿⛰🌊🪨 | 6 | – | – | – | 110 | 165 |
| | White Tulip* | 🌸 | 🌿⛰🌊🪨 | 6 | – | 40 | 10 | 90 | 135 |
| | Great White Tulip | 🌸 | 🌿⛰🌊🪨 | 6 | – | – | – | 140 | 210 |
| | Yellow Tulip* | 🌸 | 🌿⛰🌊🪨 | 6 | – | 40 | 30 | 90 | 135 |
| | Great Yellow Tulip | 🌸 | 🌿⛰🌊🪨 | 6 | – | – | – | 140 | 210 |
| | Pink Rose | 🌸 | 🌿⛰🌊🪨 | 12 | – | 80 | – | 280 | 420 |
| | Great Pink Rose | 🌸 | 🌿⛰🌊🪨 | 12 | – | – | – | 420 | 630 |
| | Sunflower | 🛟 | 🌿⛰🌊🪨 | 6 | – | 20 | – | 50 | 75 |
| | Great Sunflower | 🛟 | 🌿⛰🌊🪨 | 6 | – | – | – | 80 | 120 |
| | Pink Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | 50 | – | 150 | 225 |
| | Great Pink Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | – | – | 230 | 345 |
| | White Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | 110 | 10 | 290 | 435 |
| | Great White Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | – | – | 440 | 660 |
| | Yellow Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | 110 | 30 | 290 | 435 |
| | Great Yellow Dahlia | 🛟 | 🌿⛰🌊🪨 | 8 | – | – | – | 440 | 660 |
| | Red Rose | 🛟 | 🌿⛰🌊🪨 | 12 | – | 80 | – | 280 | 420 |
| | Great Red Rose | 🛟 | 🌿⛰🌊🪨 | 12 | – | – | – | 420 | 630 |
| | Cosmos | 🍁 | 🌿⛰🌊🪨 | 6 | – | 30 | – | 70 | 105 |
| | Great Cosmos | 🍁 | 🌿⛰🌊🪨 | 6 | – | – | – | 110 | 165 |
| | Sunny Red* | 🍁 | 🌿⛰🌊🪨 | 6 | – | 50 | 30 | 90 | 135 |
| | Great Sunny Red | 🍁 | 🌿⛰🌊🪨 | 6 | – | – | – | 140 | 210 |
| | Carnation | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | 50 | – | 110 | 165 |
| | Great Carnation | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | – | – | 170 | 225 |
| | Pink Carnation* | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | 110 | 30 | 290 | 435 |
| | Great Pink Carnation | 🌸🍁 | 🌿⛰🌊🪨 | 8 | – | – | – | 440 | 660 |
| | White Rose | 🍁 | 🌿⛰🌊🪨 | 12 | – | 80 | – | 280 | 420 |
| | Great White Rose | 🍁 | 🌿⛰🌊🪨 | 12 | – | – | – | 420 | 630 |
| | Pink Pansy | ⛄ | 🌿⛰🌊🪨 | 8 | – | 30 | – | 70 | 105 |
| | Great Pink Pansy | ⛄ | 🌿⛰🌊🪨 | 8 | – | – | – | 110 | 165 |
| | Yellow Pansy* | ⛄ | 🌿⛰🌊🪨 | 8 | – | 60 | 10 | 140 | 210 |
| | Great Yellow Pansy | ⛄ | 🌿⛰🌊🪨 | 8 | – | – | – | 210 | 315 |
| | Purple Pansy* | ⛄ | 🌿⛰🌊🪨 | 8 | – | 60 | 30 | 140 | 210 |
| | Great Purple Pansy | ⛄ | 🌿⛰🌊🪨 | 8 | – | – | – | 210 | 315 |
| | Viola* | ⛄ | 🌿⛰🌊🪨 | 6 | – | 80 | 50 | 180 | 270 |
| | Great Viola | ⛄ | 🌿⛰🌊🪨 | 6 | – | – | – | 270 | 405 |
| | Blue Rose | ⛄ | 🌿⛰🌊🪨 | 12 | – | 80 | – | 280 | 420 |
| | Great Blue Rose | ⛄ | 🌿⛰🌊🪨 | 12 | – | – | – | 420 | 630 |

### Flower Mutation Requirements

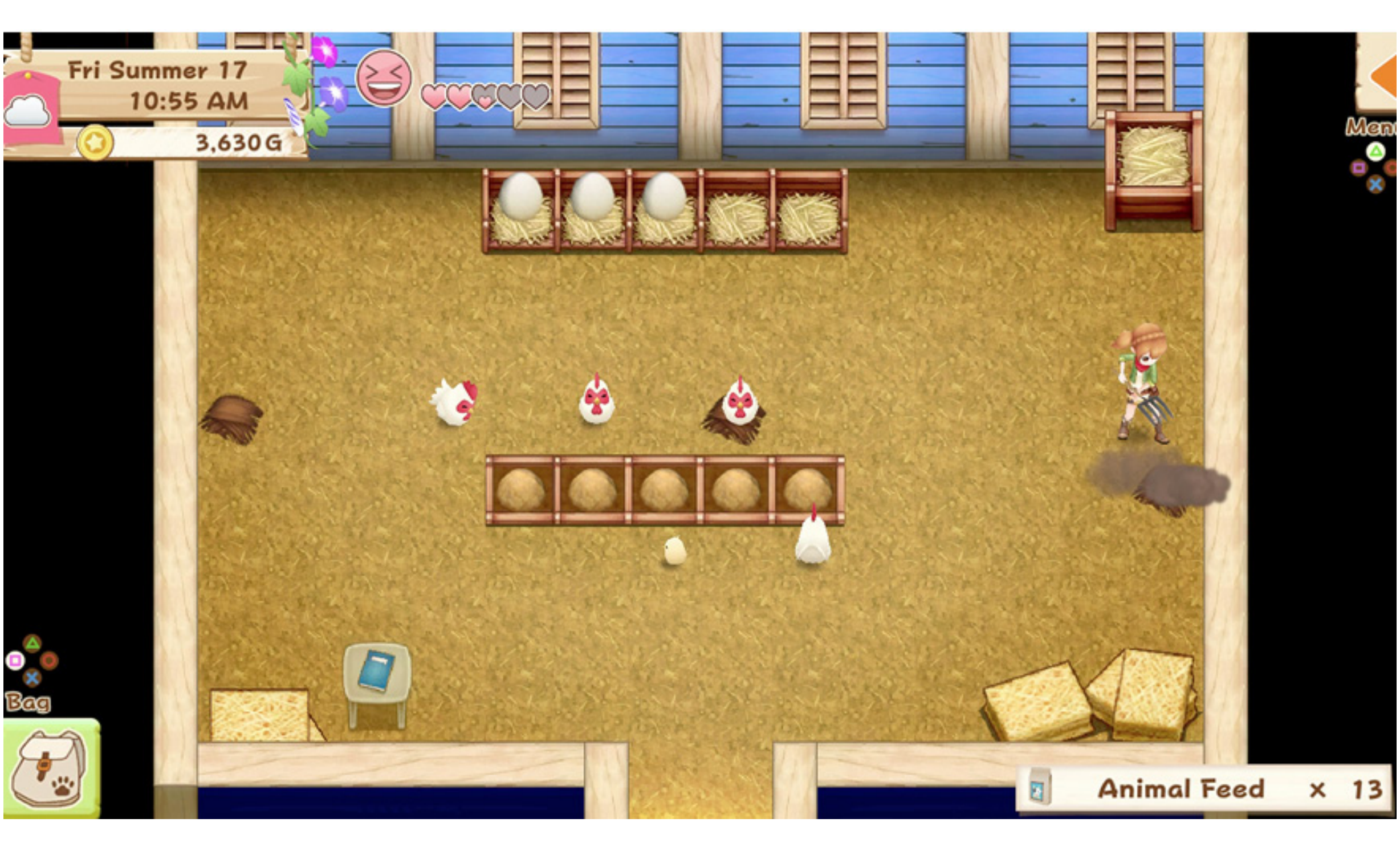
| Variety | Seed | 🌸 | 🛟 | 🍁 | ⛄ | 🌿 | ⛰ | 🌊 | 🪨 | Fertilizer | Mutation Chance (%) |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Sunny Red | Cosmos | – | – | X | – | – | – | – | X | None | 22 |
| Pink Carnation | Carnation | – | – | X | – | – | X | – | – | None | 12 |
| Yellow Pansy | Pink Pansy | – | – | – | X | X | – | – | – | None | 27 |
| Purple Pansy | Pink Pansy | – | – | – | X | X | – | – | – | None | 27 |
| Viola | Purple Pansy | – | – | – | X | X | – | – | – | None | 18 |
| White Tulip | Tulip | X | – | – | – | X | – | – | – | None | 22 |
| Yellow Tulip | Tulip | X | – | – | – | X | – | – | – | None | 22 |
| White Dahlia | Pink Dahlia | – | X | – | – | X | – | – | – | None | 12 |
| Yellow Dahlia | Pink Dahlia | – | X | – | – | X | – | – | – | None | 12 |



Farmer's Handbook

# Raising Livestock

Growing vegetables and fruits is only half the fun of running a farm. You've also got animals to care for. After all, it wouldn't be a farm without fresh Milk and Eggs! Fortunately, caring for chickens and other animals is straightforward, and Sofia and Gabriel teach you almost everything you need to know when you buy your animals. Their advice comes free, along with the Milker, Shears, and Pitchfork.

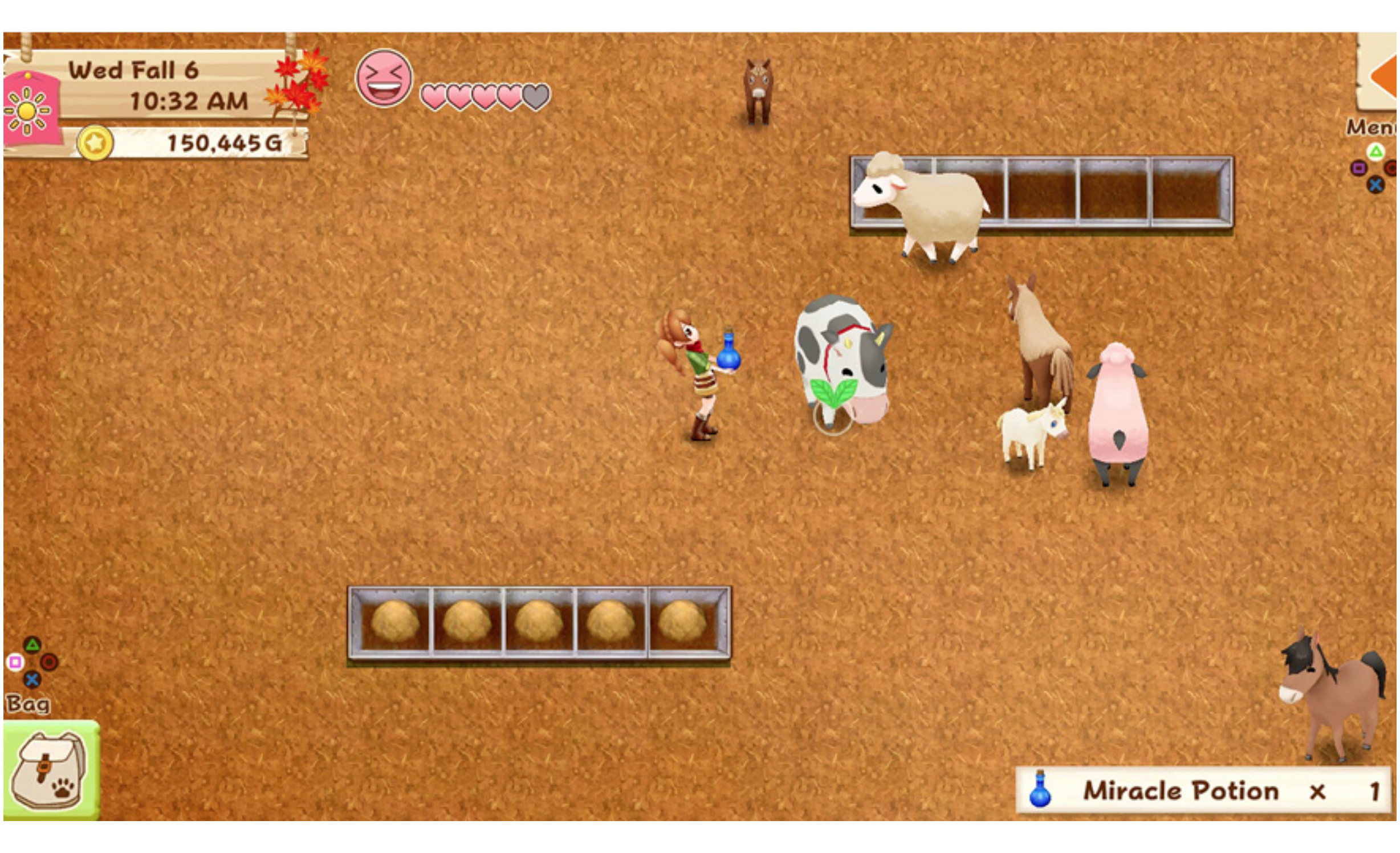


*Keep a tidy Chicken Coop so your chickens can keep producing Eggs.*

Raising livestock requires four daily steps:

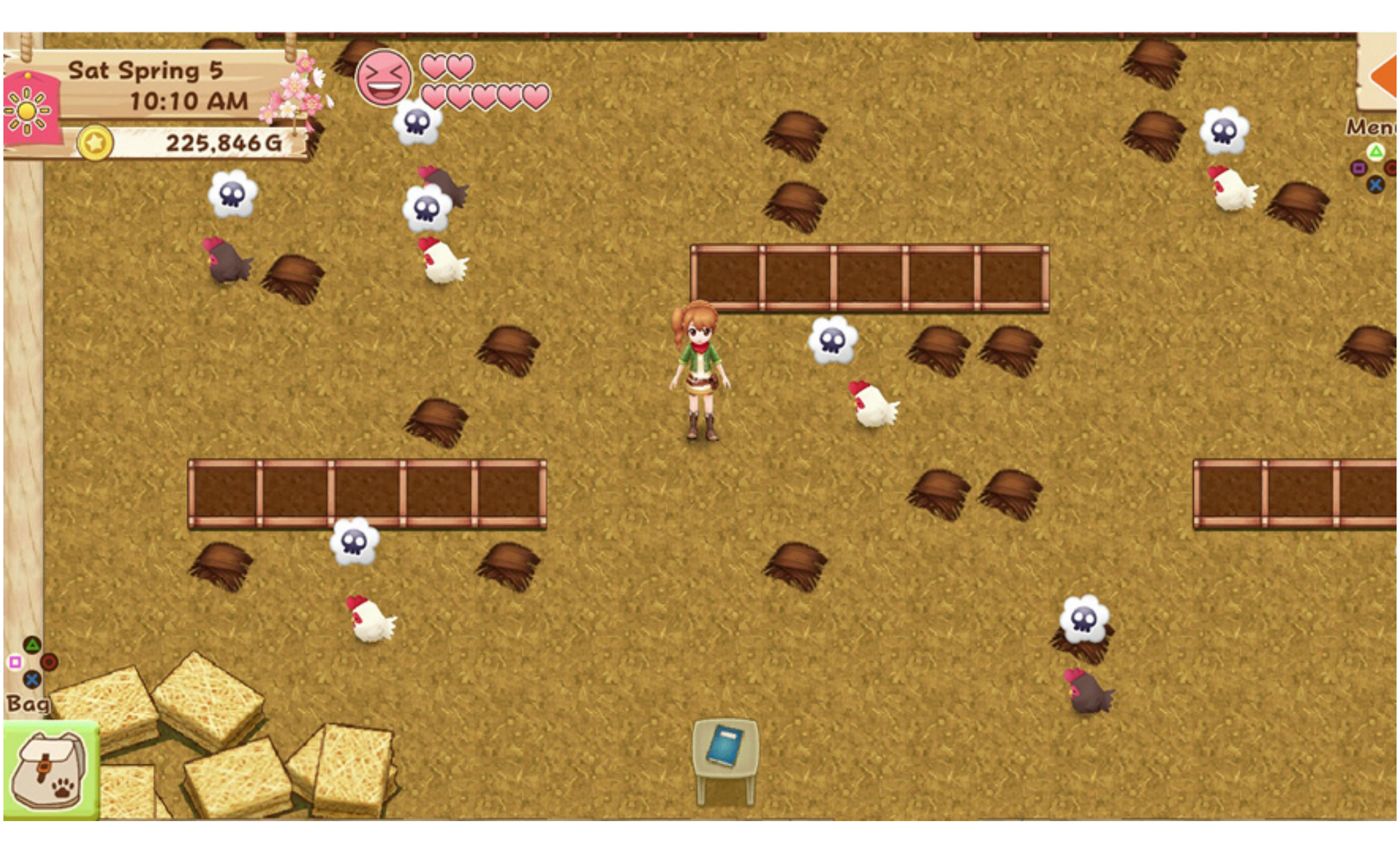
- Feed your animals every day. Either put Fodder or Animal Feed in their troughs, or let them outside to graze on mature grass you've planted.
- Clean up their mess. The Compost you collect can lead to sickness if left unattended in the Chicken Coop or Animal Barn. Collect it each and every day to keep your animals healthy.
- Interact with your animals every day to keep them happy. Pick up your chickens, and pet and brush your livestock.
- Collect the Eggs every day so there's room for tomorrow's Eggs. Return to the barn after feeding animals to collect Milk, Wool, or fur.

Upgrade the size of your Chicken Coop and Animal Barn as soon as you can to ensure you have plenty of animals producing materials for you. Sofia is always happy to sell you more animals, but you can use the incubator and Miracle Potion for any duplicates you wish to have. Always place an Egg in the incubator whenever there's an opening, to get a free chicken. Similarly, consider using the Miracle Potion to impregnate your livestock when there's room available, especially if you don't have a pressing need for the Milk or Wool it produces.



*The Miracle Potion impregnates your animals, allowing you to expand your herd for a fraction of the cost.*

You're free to buy and sell animals from Sofia as often as you like, though she only buys healthy animals from you. Purchase medicine from Sofia's Livestock as soon as Gabriel alerts you to an illness, so you catch it before it spreads.



*Failure to tend to your animals may lead to a dire situation.*

### Riding Your Horse

Buying a horse is completely optional, but it does make it possible to get around the island a lot quicker. Brush and feed your horse every day to keep it happy, and use the Horse Whistle to call it whenever you want to go for a ride. Just make sure to put it away in the barn at the end of the night, else Rowan gets mad.

Thu Fall 7
12:19 PM
173,041G
Bag

There are several options when it comes to feeding your animals. All animals and chickens can be fed the same food—Animal Feed—but you can make your own feed, purchase it from Sofia's Livestock, or plant grass and allow your animals to graze. At 30G per bag, Animal Feed can really get expensive early on, though buying it in bulk from Sofia's Livestock is the easiest way to ensure you always have plenty of food on hand. Keep in mind, though, that higher-quality feed yields higher-quality Eggs, Milk, and other products. The only way to get Great Animal Feed or Delicious Animal Feed is to make it at the Windmill. Lastly, animals like to go outside and graze. Consider fencing a large area of planted grass and allowing your animals outside on nice-weather days.

Tue Winter 10
7:58 AM
135,926G
Moops
Bag

*Put your animals back in the barn at the end of the day, or they may get stressed out.*

### Windmill: Cornmeal and Animal Feed Recipes

| Type | Ingredients | Qty Made |
|---|---|---|
| Flour | Wheat x3 | 2 |
| Great Flour | Great Wheat x3 | 2 |
| Durum Wheat Flour | Durum Wheat x3 | 2 |
| Great Durum Wheat Flour | Great Durum Wheat x3 | 2 |
| Barley Flour | Barley x3 | 2 |
| Great Barley Flour | Great Barley x3 | 2 |
| Rye Flour | Rye x3 | 2 |
| Great Rye Flour | Great Rye x3 | 2 |
| Cornmeal | Corn x2 | 3 |
| Great Cornmeal | Great Corn x2 | 3 |
| Fodder Cornmeal | Fodder Corn x2 | 3 |
| Great Fodder Cornmeal | Great Fodder Corn x2 | 3 |
| Sweet Cornmeal | Sweet Corn x2 | 3 |
| Great Sweet Cornmeal | Great Sweet Corn x2 | 3 |
| Yellow Cornmeal | Yellow Corn x2 | 3 |
| Great Yellow Cornmeal | Great Yellow Corn x2 | 3 |
| Sunset Cornmeal | Sunset Corn x2 | 3 |
| Great Sunset Cornmeal | Great Sunset Corn x2 | 3 |
| Animal Feed | Cornmeal x2 | 2 |
| Great Animal Feed | Fodder Cornmeal x2 | 2 |
| Delicious Animal Feed | Flour x2, Strawberry x3, Milk x2 | 2 |

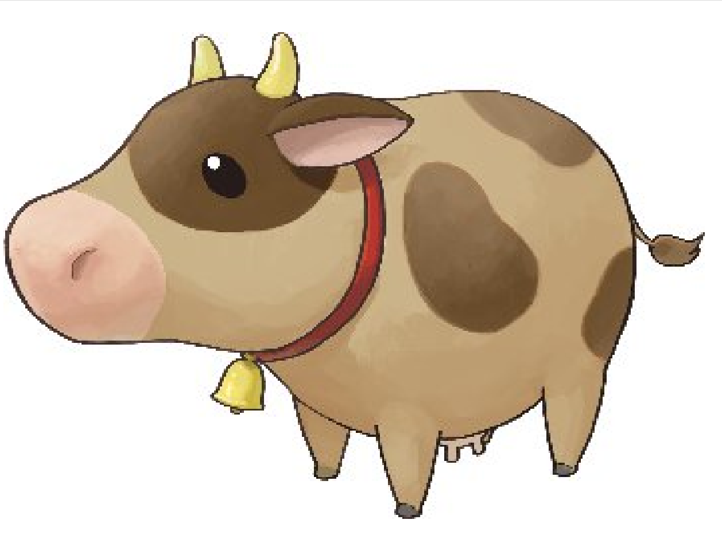
### Chickens

| Species | Cost (G) | Adulthood (Days) | Product | Collection Freq. | Incubation | *Sell Young (G) | *Sell Adult (G) |
|---|---|---|---|---|---|---|---|
| Chicken | 2000 | 8 | Egg | Daily | 5 | 500~1,000 | 1,000~10,000 |
| Brown Chicken | 6000 | 8 | Candy Egg | Daily | 5 | 1,000~8,000 | 1,500~12,000 |

* Sales price based on affection level.

### Chicken Products: Eggs

| Product | Sell: Sam (G) | Sell: Bastian (G) |
|---|---|---|
| Egg | 50 | 75 |
| Great Egg | 60 | 90 |
| Ultimate Egg | 70 | 105 |
| Supreme Egg | 80 | 120 |
| Miracle Egg | 100 | 150 |
| Candy Egg | 150 | 225 |
| Great Candy Egg | 180 | 270 |
| Ultimate Candy Egg | 200 | 300 |
| Supreme Candy Egg | 230 | 345 |
| Miracle Candy Egg | 300 | 450 |



### Cows

| Species | Cost (G) | Adulthood (Days) | Product | Collection Freq. | Pregnancy (Days) | *Sell Young (G) | *Sell Adult (G) |
|---|---|---|---|---|---|---|---|
| Cow | 7000 | 15 | Milk | Daily | 5 | 1,000~10,000 | 2,000~50,000 |
| Brown Cow | 20,000 | 15 | Chocolate Milk | Daily | 5 | 1,500~15,000 | 3,000~60,000 |

*Sales price based on affection level. Pregnant animals cannot be sold.

### Cow Products: Milk

| Product | Sell: Sam (G) | Sell: Bastian (G) |
|---|---|---|
| Milk | 150 | 225 |
| Great Milk | 180 | 270 |
| Ultimate Milk | 200 | 300 |
| Supreme Milk | 230 | 345 |
| Miracle Milk | 300 | 450 |
| Chocolate Milk | 450 | 675 |
| Great Chocolate Milk | 540 | 810 |
| Ultimate Chocolate Milk | 590 | 885 |
| Supreme Chocolate Milk | 680 | 1020 |
| Miracle Chocolate Milk | 900 | 1350 |

### Donkeys

| Species | Cost (G) | Adulthood (Days) | Product | Collection Freq. | Pregnancy (Days) | *Sell Young (G) | *Sell Adult (G) |
|---|---|---|---|---|---|---|---|
| Donkey | 20,000 | 30 | Donkey Fur | 3 days | 5 | 1,000~8,000 | 1,500-12,000 |
| Silky Donkey | 60,000 | 30 | Silky Fur | 3 days | 5 | 1,500~15,000 | 3,000~60,000 |

*Sales price based on affection level. Pregnant animals cannot be sold.

### Donkey Products: Fur

| Product | Sell: Sam (G) | Sell: Bastian (G) |
|---|---|---|
| Donkey Fur | 120 | – |
| Great Donkey Fur | 140 | – |
| Ultimate Donkey Fur | 160 | – |
| Supreme Donkey Fur | 180 | – |
| Miracle Donkey Fur | 240 | – |
| Silky Fur | 120 | – |
| Great Silky Fur | 140 | – |
| Ultimate Silky Fur | 160 | – |
| Supreme Silky Fur | 180 | – |
| Miracle Silky Fur | 240 | – |

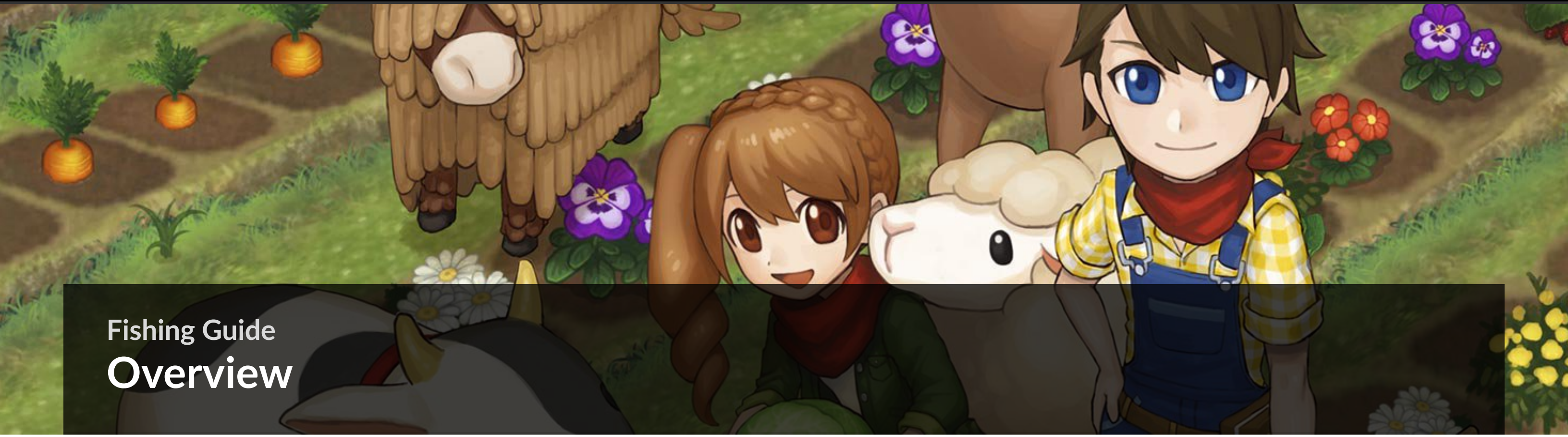
### Sheep

| Species | Cost (G) | Adulthood (Days) | Product | Collection Freq. | Pregnancy (Days) | *Sell Young (G) | *Sell Adult (G) |
|---|---|---|---|---|---|---|---|
| Sheep | 10,000 | 12 | Wool | 3 days | 5 | 1,000~10,000 | 2,000~50,000 |
| Cotton Sheep | 30,000 | 12 | Cotton Candy Wool | 3 days | 5 | 1,500~15,000 | 3,000~60,000 |

*Sales price based on affection level. Pregnant animals cannot be sold.

### Sheep Products: Wool

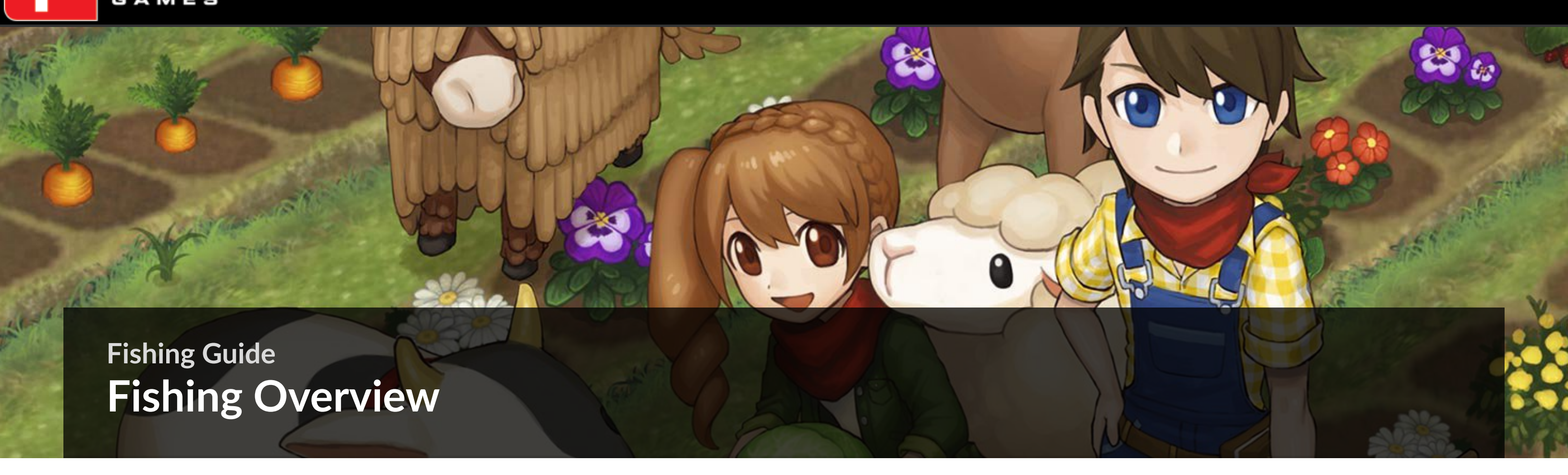
| Product | Sell: Sam (G) | Sell: Bastian (G) |
|---|---|---|
| Wool | 250 | – |
| Great Wool | 300 | – |
| Ultimate Wool | 330 | – |
| Supreme Wool | 380 | – |
| Miracle Wool | 500 | – |
| Cotton Candy Wool | 750 | – |
| Great Cotton Candy Wool | 900 | – |
| Ultimate Cotton Candy Wool | 980 | – |
| Supreme Cotton Candy Wool | 1130 | – |
| Miracle Cotton Candy Wool | 1500 | – |



## Fishing Guide

# Overview

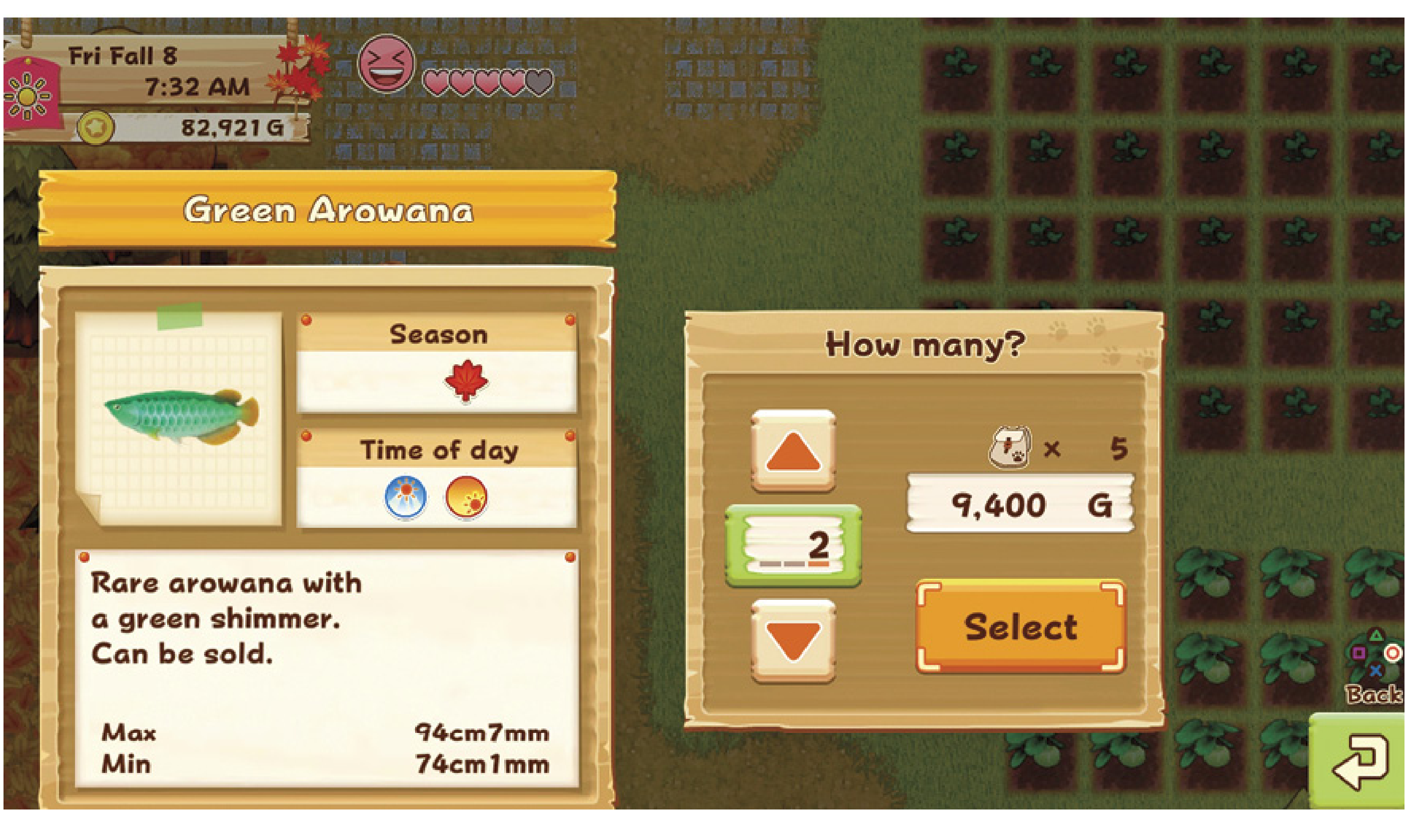
Every good farmer knows the faster you tackle your chores, the more time you can spend casting for fish. If wetting a hook is your idea of a day well spent, you’re in luck! Beacon Town and its surrounding regions have a bevy of well-stocked fishing waters. But you need the right intel—and the right bait—to reel in the big one. That’s where this chapter comes in.



Fishing Guide

# Fishing Overview

You acquire the base-level Fishing Rod from Cyril during **Chapter 2: Light the Way** of your quest to restore the lighthouse. Fishing serves multiple purposes on the island. For starters, the fish you catch can be sold to Sam or Bastian (Bastian only buys fish he can serve in his restaurant), they can be cooked and eaten, and they can be used to make bait and Fertilizer. Don't underestimate this third usage, especially late in the game, as specialty baits and Fertilizers are essential to catching rarer fish and achieving exotic crop mutations.



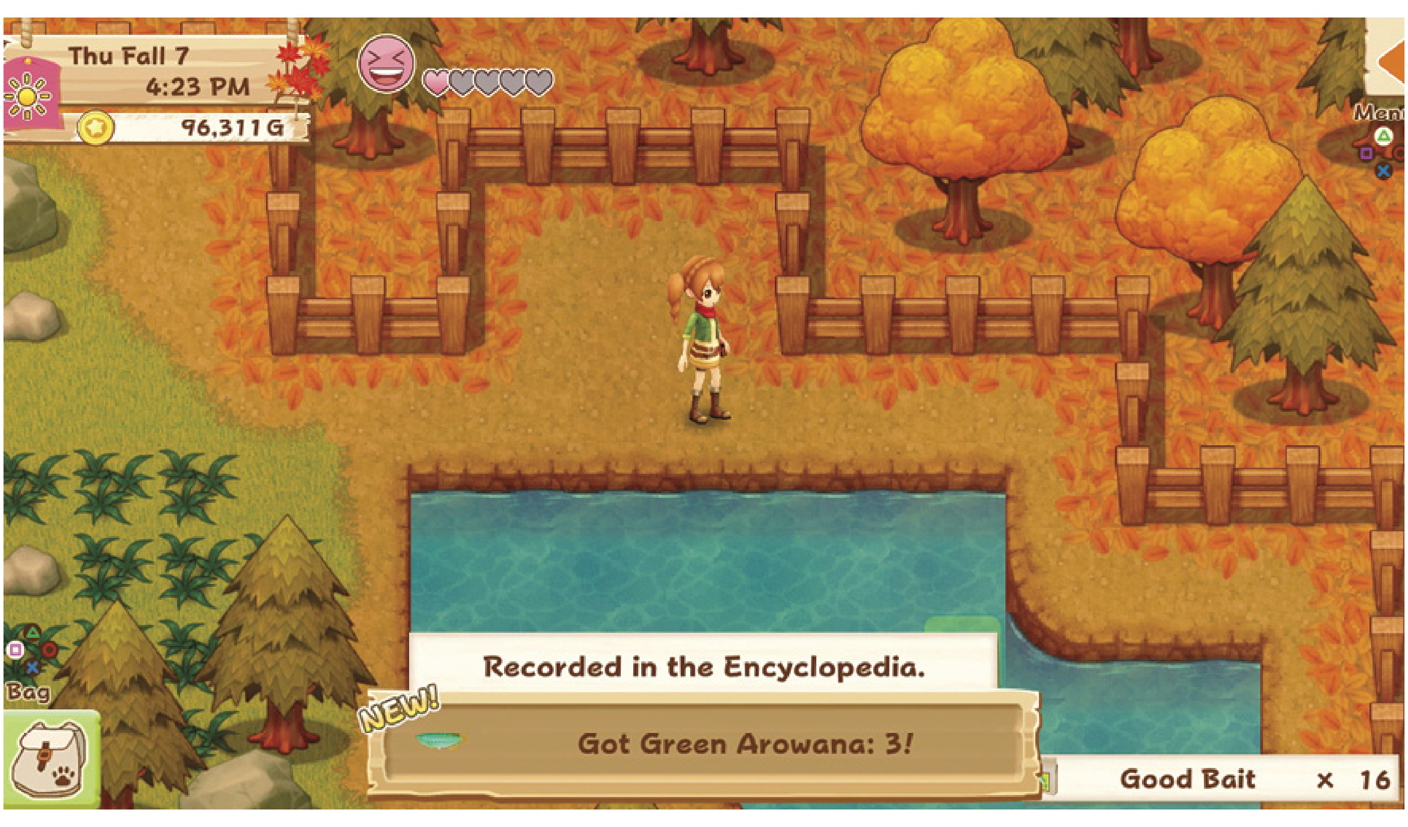
Rare arowana with a green shimmer. Can be sold.

Max 94cm7mm
Min 74cm1mm

But before you go worrying about what to do with your catch, you have to land the fish! This section discusses the different Fishing Rods, bait, and techniques needed to get fishing. For information on the Fishing Contests, refer to the **Weddings, Festivals, and Contests** chapter.

## Fishing Rods

There are three Fishing Rods available. Though they all function exactly the same, you can acquire upgraded rods at Gus's Smithy. Unlike other tools, there is no Expert-grade Fishing Rod. The Master Fishing Rod and Glorious Fishing Rod are capable of catching two and three fish, respectively. Upgraded rods can spell the difference between winning and losing in the monthly Fishing Contests, especially in the Advanced Class.



Recorded in the Encyclopedia.

NEW! Got Green Arowana: 3!

*Catching multiple fish on a single cast with the Glorious Fishing Rod!*

**Glorious Indeed!**

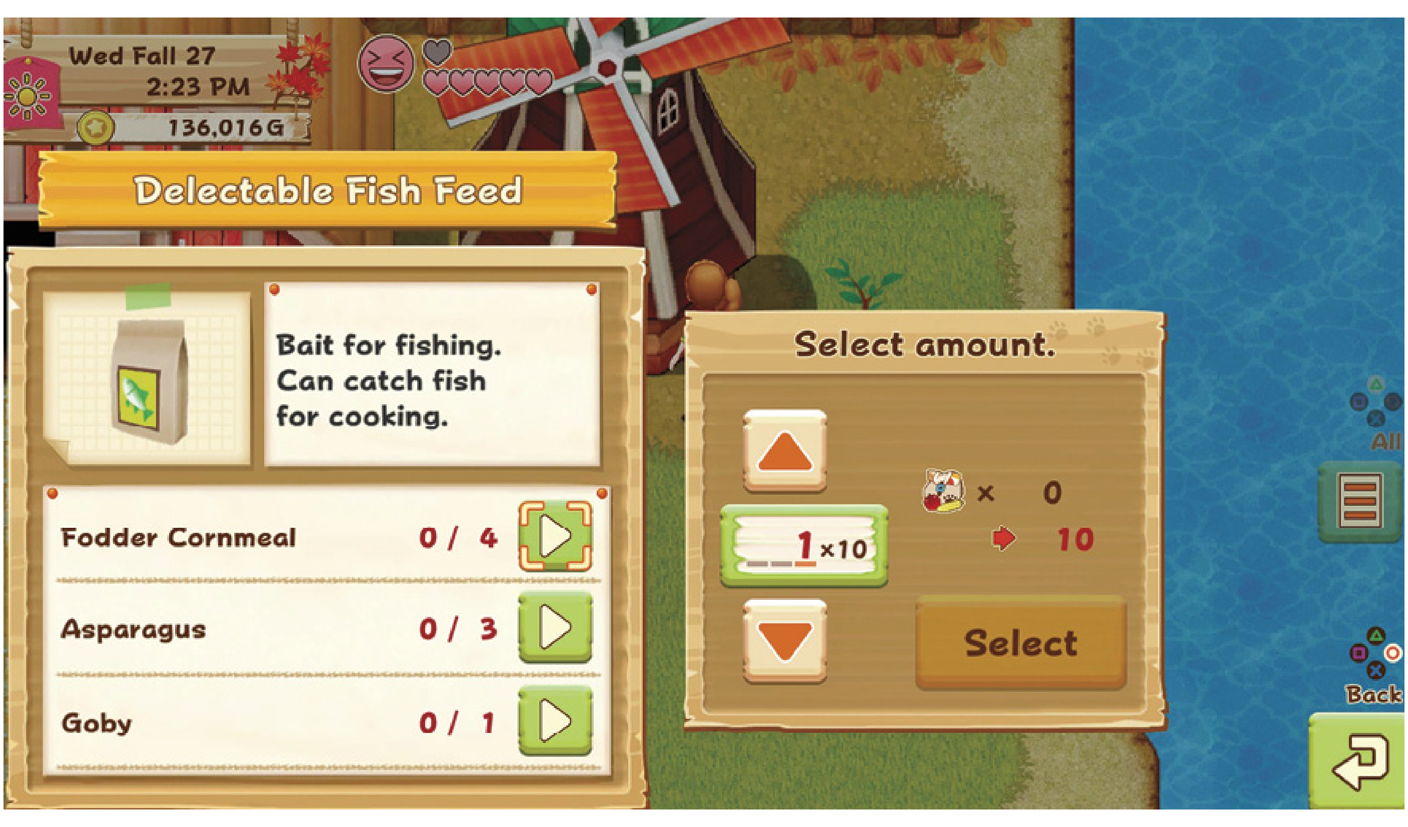
The large pond in Farm: Eastern Area is a great place to fish in the fall, even with only Good Bait. We've managed to catch 5x Green Arowana with the Glorious Rod and Good Bait on just two casts! And that's no fish tale!

### Fishing Rods

| Tool | Name | Description | Materials Required | Upgrade Cost |
|---|---|---|---|---|
| | Fishing Rod | A fishing rod you received from Cyril. A bit basic, but gets the job done. | – | – |
| | Master Fishing Rod | Made with good materials. Can catch more than one fish. | 10x Softwood Lumber, 10x Iron, 5x Orichalcum | 10,000G |
| | Glorious Fishing Rod | Made with the best materials. Can catch more than one fish. | 10x Hardwood Lumber, 3x Soul Gem, 5x Adamantite | 50,000G |

## Bait

Though it may surprise you how many fish can be caught with an empty hook, you'll be hard-pressed to catch anything more valuable than a Mosquitofish or Perch without some high-quality bait. Bait comes in multiple grades, ranging from Regular to Ragnarok, but you must unlock the recipes for bait by completing Cyril's requests. The types of Cornmeal and fish required for many of the recipes can be substituted (i.e., Sweet Cornmeal in place of Fodder Cornmeal, or Rainbow Trout instead of a Goby). When fishing, use the Shoulder Buttons to toggle through the available bait types.



Bait for fishing. Can catch fish for cooking.

Fodder Cornmeal 0 / 4
Asparagus 0 / 3
Goby 0 / 1

*Use the Windmill to make yourself a supply of bait.*

### Bait Types and Recipes

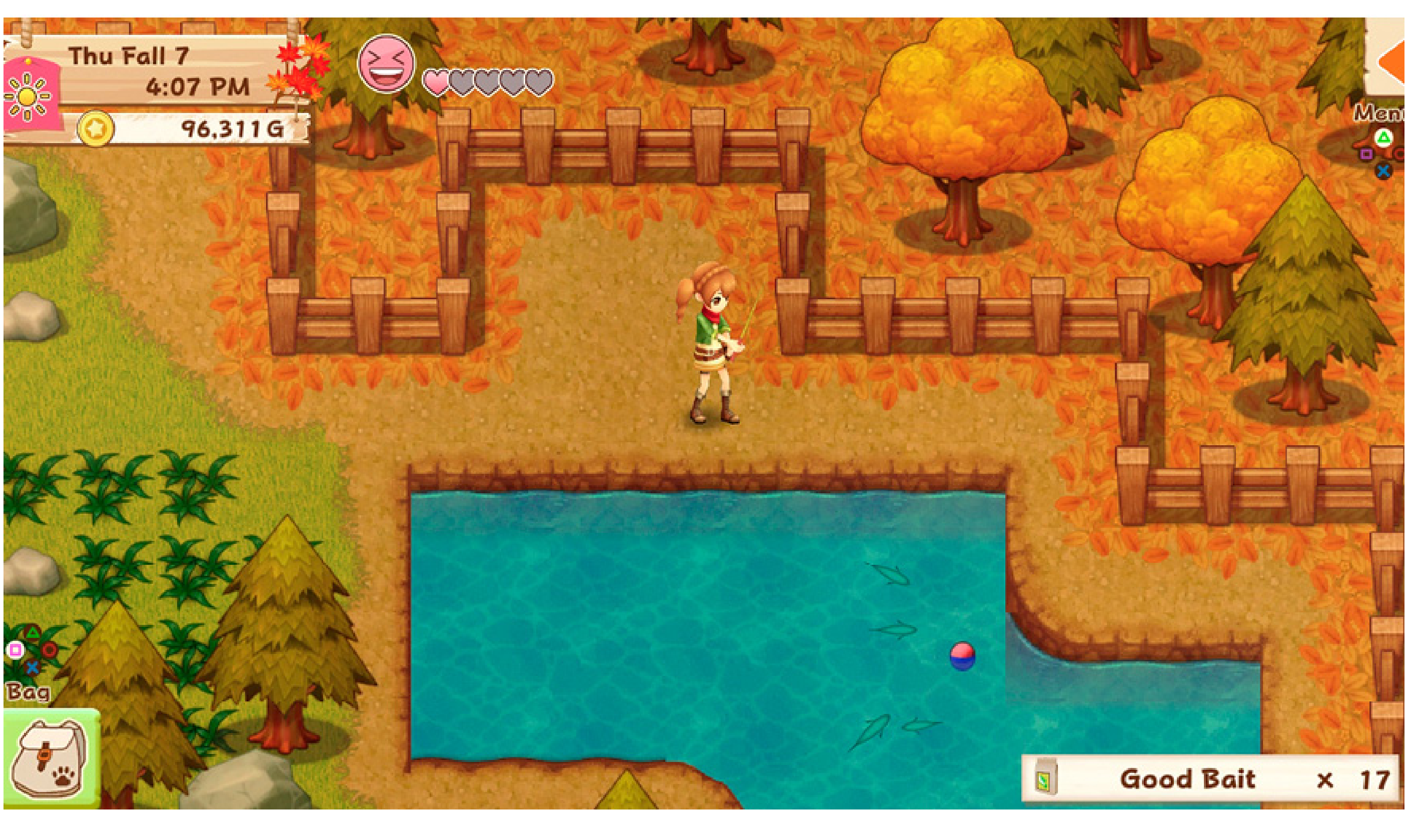
| Bait | Unlocked | Ingredients (cheapest options shown) | Bait Qty |
|---|---|---|---|
| Regular Bait | Cyril: Country Life 1 | 4x Cornmeal | 10 |
| Good Bait | Cyril: Country Life 3 | 4x Cornmeal, 2x Mosquitofish | 10 |
| Excellent Bait | Cyril: Country Life 5 | 4x Fodder Cornmeal, 1x Goby | 10 |
| Delectable Fish Feed | Cyril: Country Life 7 | 4x Fodder Cornmeal, 3x Asparagus, 1x Goby | 10 |
| Fertilizer Fish Feed | Cyril: Country Life 8 | 4x Fodder Cornmeal, 3x Tomato, 2x Mosquitofish | 10 |
| Tropical Fish Feed | Cyril: Country Life 9 | 5x Sunset Cornmeal, 2x Watermelon, 3x Piranha | 10 |
| Ragnarok Fish Feed | Cyril: Country Life 10 | 5x Yellow Cornmeal, 2x Phalanx, 1x Electric Eel | 20 |

**Fishing par Excellence!**

Excellent Bait is arguably the most versatile bait type and is the preferred bait of the many species of valuable Arowana that ply the waters of the farm. Stock up on Fodder Corn (or Sweet Corn) and Goby fish throughout the summer so you can make yourself a bounty of Excellent Bait in the fall.

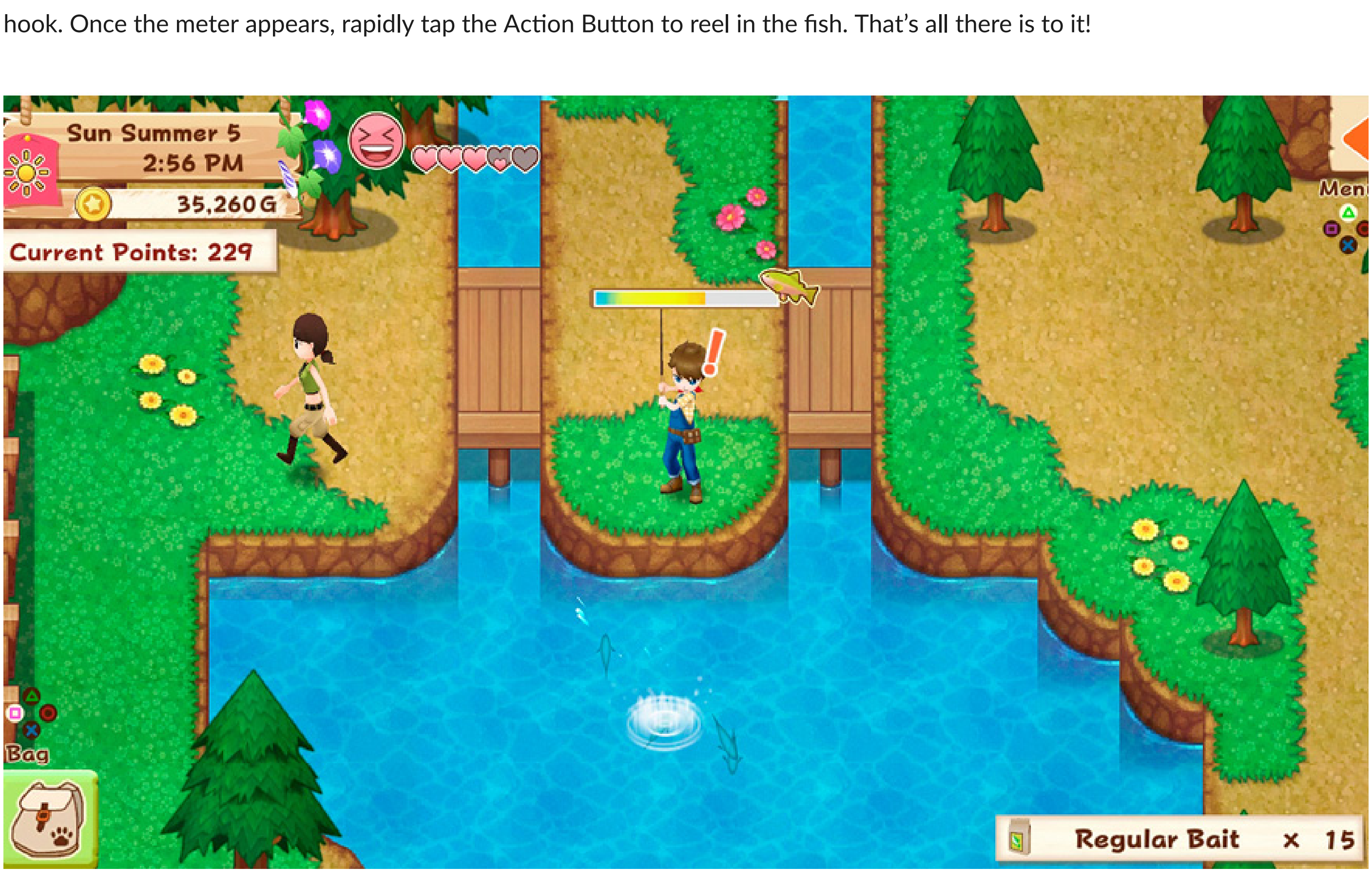
## Fishing for Shadows

Fishing in *Harvest Moon*: *Light of Hope* is as easy as pressing the Action Button. Approach a body of water (see the following section for valid fishing zones). If a square of water lights up, signaling a viable casting spot, press the Action Button to bring up the Bait Selection box, then press again to confirm your selection and cast.



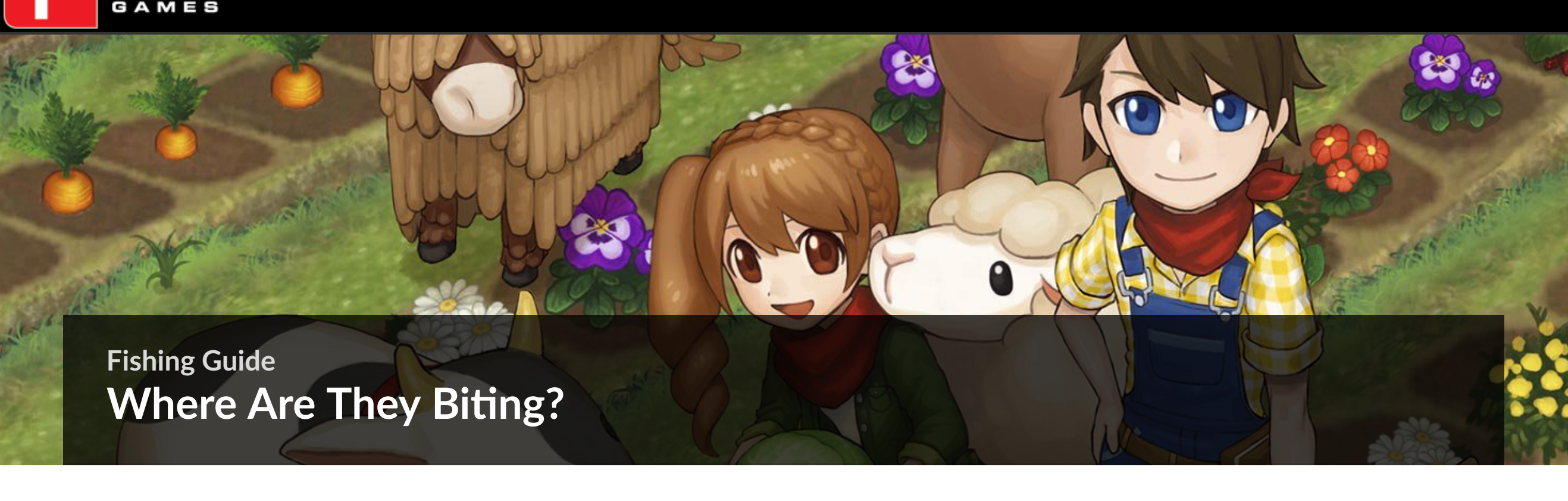
*Reel in the line if you don't see any shadows.*

Once the hook is cast, all you need to do is look for the fish shadows. If no shadows appear, press the Action Button to reel it in, and cast again. Otherwise, wait for one of the fish shadows to swim to the hook and nibble. Fish typically nibble on the bait four to seven times before finally biting the hook. Be patient and wait for the "!" before pressing the Action Button to set the hook. Once the meter appears, rapidly tap the Action Button to reel in the fish. That's all there is to it!



*Wait until you see the exclamation point before setting the hook.*

As you'll see in the next section, there are a lot of factors that determine which fish you're likely to catch. The time of day, season, location, and bait type all contribute to the end result. Even then, some fish are a lot rarer than others.



Fishing Guide

# Where Are They Biting?

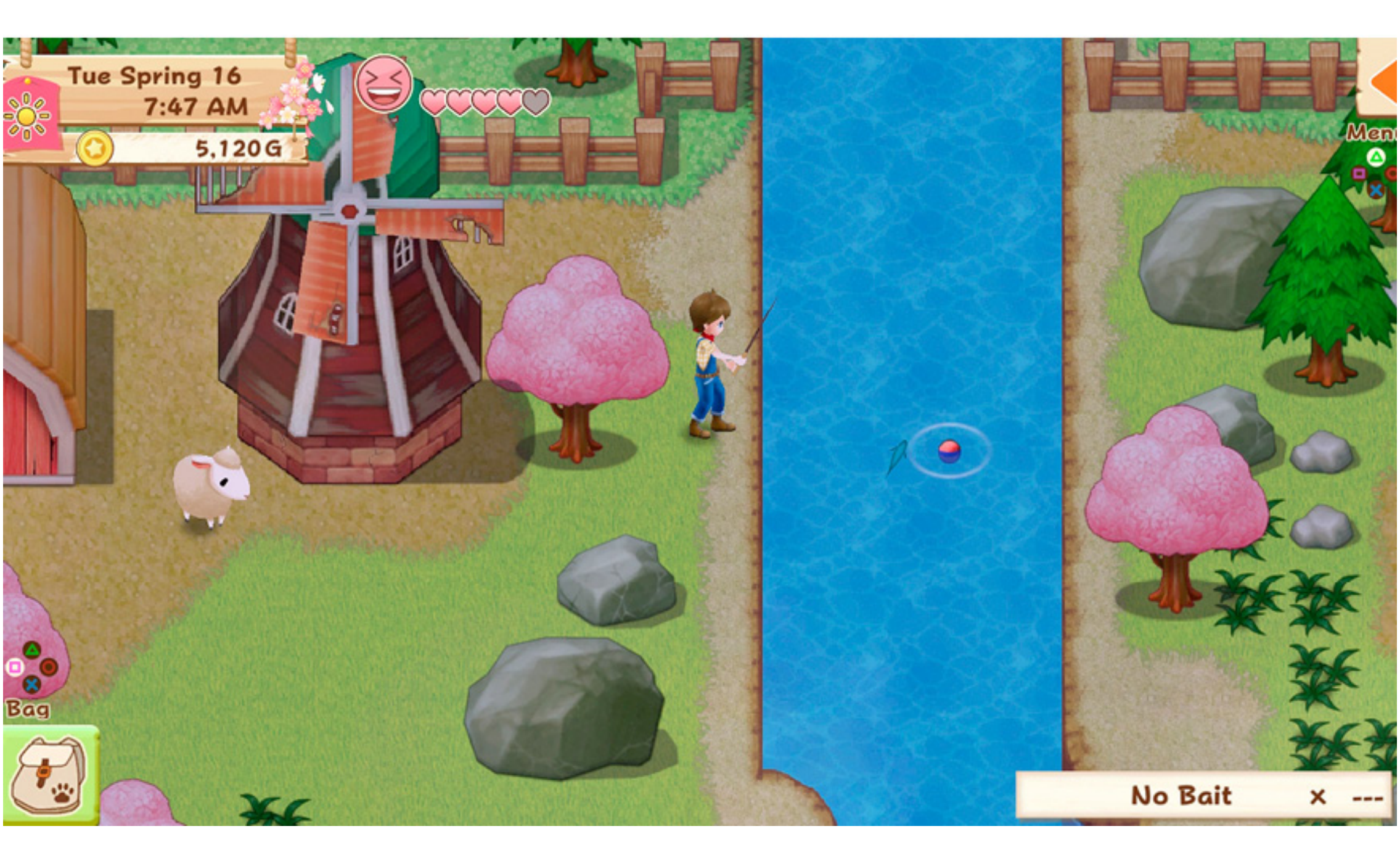
You might expect fish to be segregated between freshwater and saltwater, and that holds true for some species, but there's a good deal of overlap. Primarily, fish species are restricted more or less by geographic zones, with the most exclusive fish confined to the marsh ponds east of the beach. Similarly, some of the saltwater fish can only be caught off the pier at the lighthouse overlook and don't appear near the fishing pier at the beach.

### About Those Encyclopedia Descriptions...

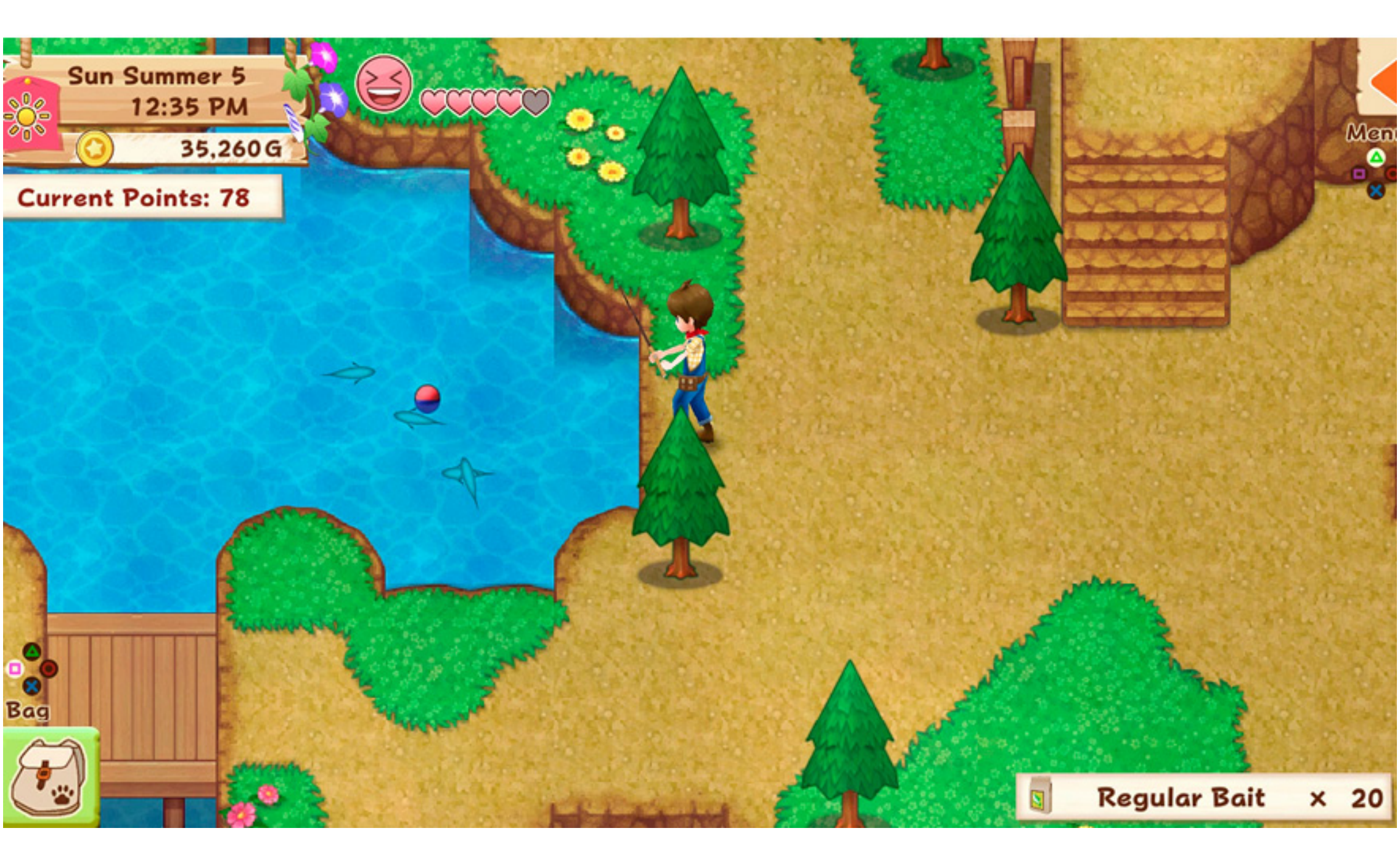
The in-game Encyclopedia descriptions can be really helpful, but it's important to note that they only refer to the most optimal time or place to catch a fish. Many fish can be caught in multiple areas—there's a lot of overlap between mountain and farm. The following table shows all of the areas and times in which we've caught a particular species of fish.

Though it can be confusing, and the randomness may lead you to believe otherwise, all of the waters within a certain area contain the same fish. These can be broken into the following zones, which we use to plot fish location in our associated table.

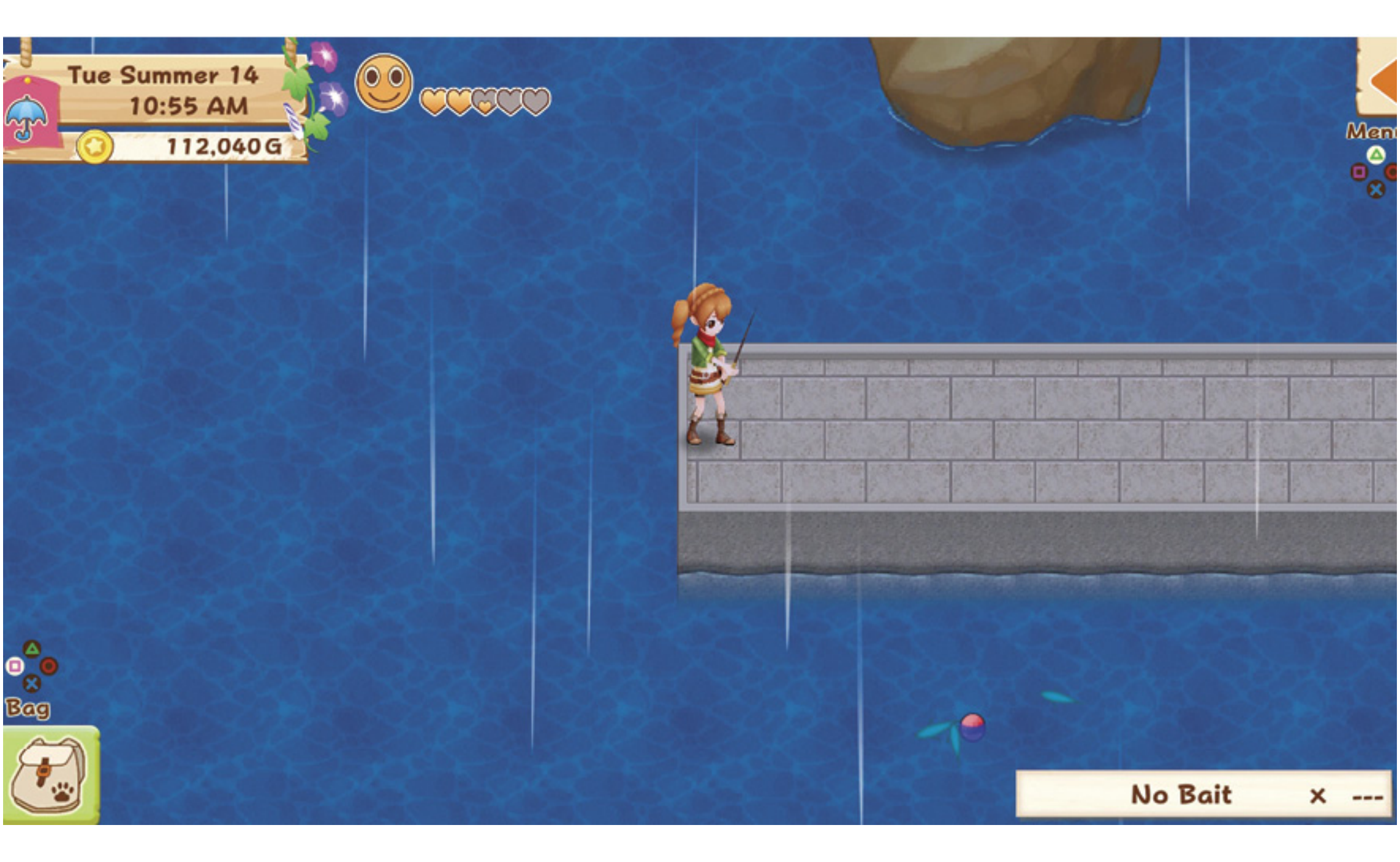
**Farm:** This includes the rivers running through the main farm area, as well as the large pond in Farm: Eastern Area. We recommend fishing near the bridge by the Windmill or in the large pond to the east.



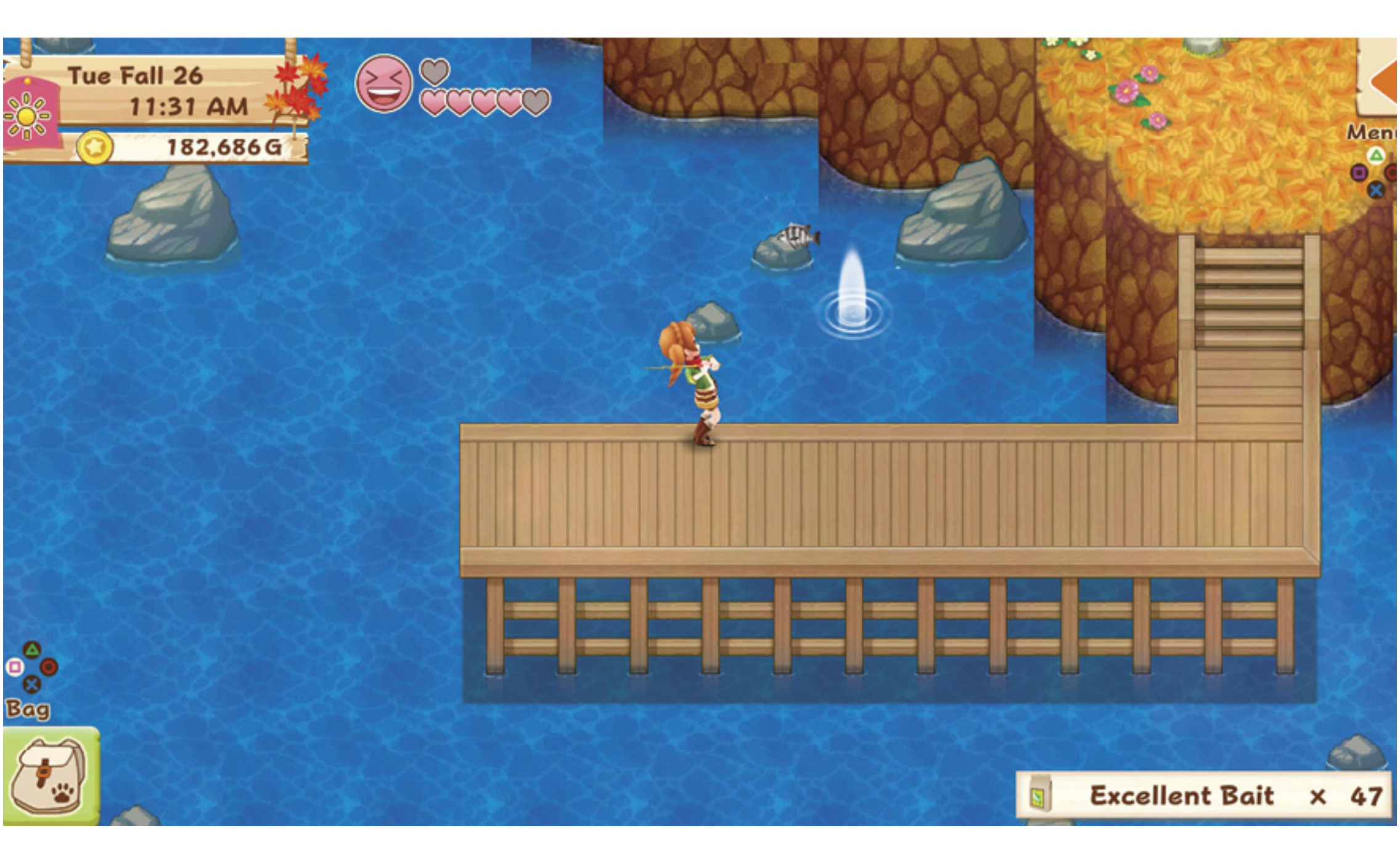
**Mountain:** This area includes both the river beneath the waterfall and the lake near Harvest Goddess Spring. We recommend fishing in the lake, though some fish do prefer the mountain stream, such as the Akame.



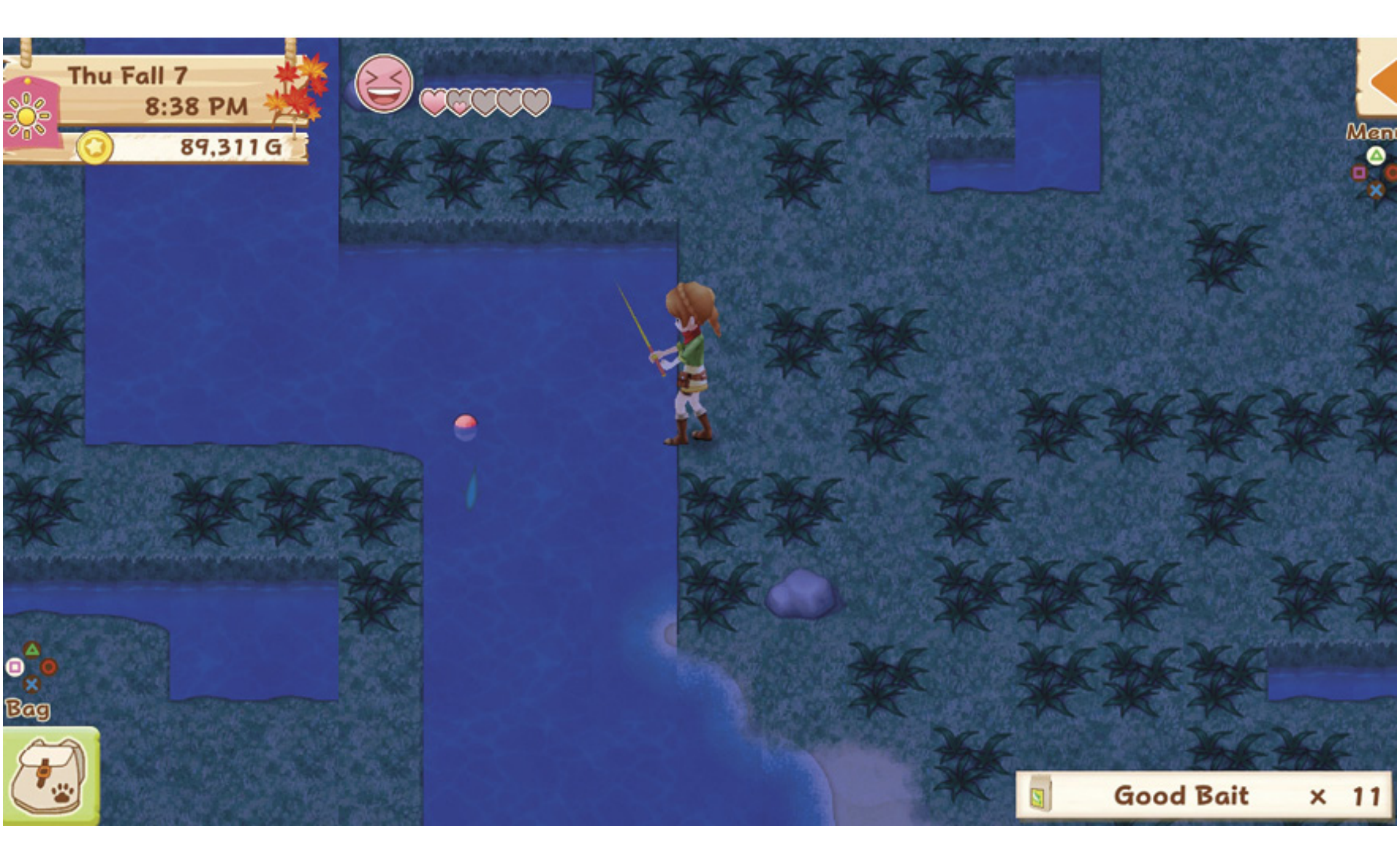
**Beach:** Fish can only be caught off the concrete fishing pier that wraps around Azure Rock. Though it's possible to cast a fishing line from the sand, you won't catch any fish this way. The river to the east of the sound (near the river mouth) is considered farm territory. Fish species vary on different sides of the pier so be sure to experiment.



**Lighthouse Overlook:** The only place you can cast a line at the lighthouse overlook is off the wooden fishing pier, which may well be one of the last structures you repair on the island. Note that some fish prefer to swim along certain sides of the pier. Fish from all sides to increase your chances.



**Marsh Ponds:** The tiny ponds in the marsh area contain some elusive—and highly prized—fish, including the rumored Electric Eel. Though technically part of the "beach" according to the map, the marsh environment is its own fishing zone.

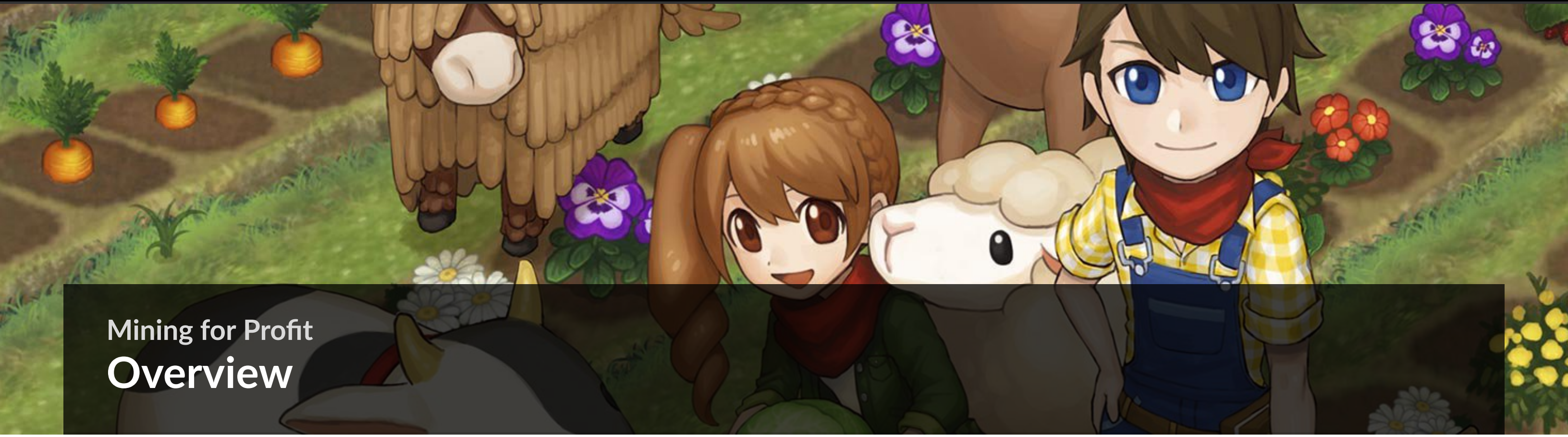


### Legend: Season and Time of Day

| Icon | Definition |
|---|---|
| 🌸 | Spring |
| 🛟 | Summer |
| 🍁 | Fall |
| ⛄ | Winter |
| 🌅 | Morning (6:00 a.m. to 10:59 a.m.) |
| ☀️ | Daytime (11:00 a.m. to 3:59 p.m.) |
| 🌇 | Evening (4:00 p.m. to 6:59 p.m.) |
| 🌙 | Night (7:00 p.m. to 4:59 a.m.) |

### Fish Species (listed as they appear in the Encyclopedia)

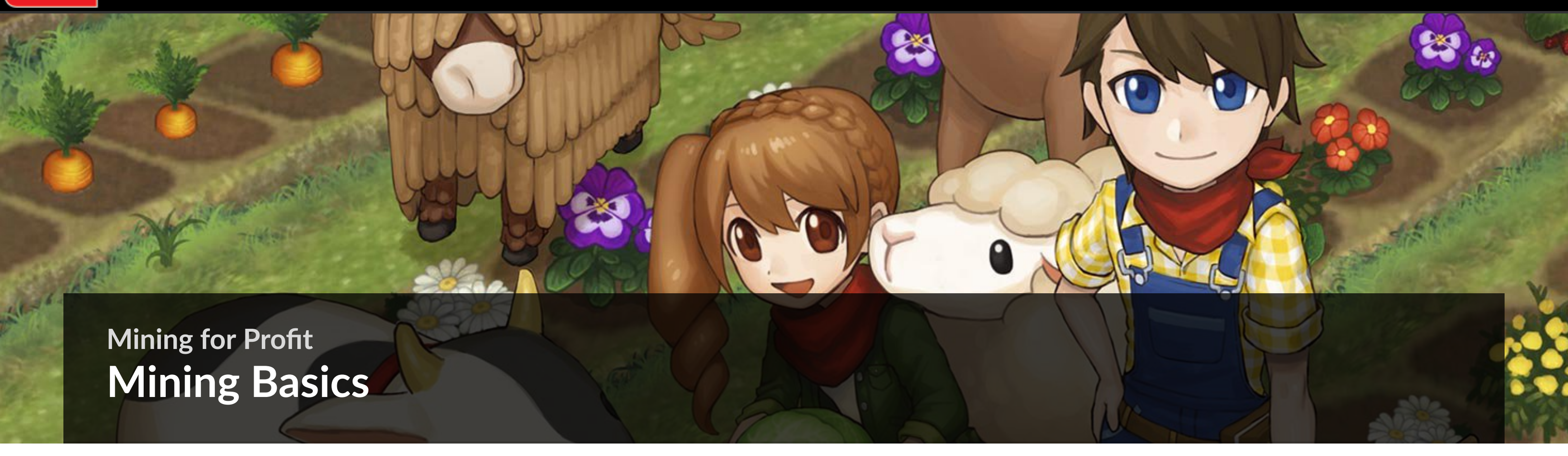
| Species | Name | Season | Time of Day | Recommended Bait | Farm | Mountain | Beach Pier | Lighthouse Pier | Marsh Ponds | Sell (Sam) |
|---|---|---|---|---|---|---|---|---|---|---|
| | Rainbow Trout | 🛟<br>🍁 | 🌅<br>☀️ | Good | X | X | X | X | – | 900G |
| | Mosquitofish | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️<br>🌇<br>🌙 | Regular | X | X | X | X | X | 200G |
| | Perch | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️<br>🌇<br>🌙 | Regular | X | X | – | – | – | 100G |
| | Yellow Perch | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️<br>🌇<br>🌙 | Regular | X | X | – | – | – | 200G |
| | Goby | 🛟<br>🍁 | 🌅<br>☀️<br>🌇<br>🌙 | Good | X | – | X | – | – | 600G |
| | Barbatus | 🌸<br>🛟<br>🍁 | 🌅<br>☀️ | Regular | X | X | – | – | – | 2,000G |
| | Bullhead | 🍁<br>⛄ | 🌇<br>🌙 | Delectable | X | – | X | X | – | 1,700G |
| | Arowana | 🍁 | ☀️<br>🌇 | Good | X | X | – | – | – | 2,000G |
| | Bluegill | 🌸<br>🛟<br>🍁 | ☀️<br>🌇<br>🌙 | Regular | – | X | – | – | – | 600G |
| | Crucian Carp | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>🌇<br>🌙 | Regular | X | X | – | – | – | 500G |
| | Alligator Gar | 🛟 | 🌅<br>☀️<br>🌇 | Tropical | X | X | – | – | – | 11,300G |
| | Akame | 🍁<br>⛄ | 🌙 | Ragnarok | – | X | – | – | – | 8,500G |
| | Green Arowana | 🍁 | ☀️<br>🌇 | Good | X | X | – | – | – | 4,700G |
| | Banjar Arowana | 🍁 | ☀️<br>🌇 | Excellent | X | X | – | – | – | 11,300G |
| | Golden Arowana | 🍁 | ☀️<br>🌇 | Excellent | X | – | X | – | – | 14,500G |
| | Super Red Arowana | 🍁 | ☀️<br>🌇 | Ragnarok | – | – | – | – | X | 18,500G |
| | White Crucian Carp | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>🌇<br>🌙 | Regular | X | X | X | – | – | 1,300G |
| | Goldfish | 🌸<br>🍁 | 🌅<br>🌇<br>🌙 | Good | – | X | – | – | X | 4,200G |
| | Calico Goldfish | 🛟<br>⛄ | 🌅<br>🌇<br>🌙 | Good | – | X | – | – | X | 7,600G |
| | Spotted Gar | 🛟<br>🍁 | 🌅<br>☀️<br>🌇 | Fertilizer | X | X | – | – | X | 4,000G |
| | Black Bass | 🌸<br>🍁 | 🌅<br>☀️ | Regular | X | X | – | – | – | 1,000G |
| | Tilapia | 🌸<br>🛟 | 🌅<br>☀️<br>🌇 | Regular | X | X | X | X | – | 400G |
| | Redbelly Tilapia | 🌸<br>🛟 | 🌅<br>☀️<br>🌇 | Good | X | X | X | X | – | 1,000G |
| | Arapaima | 🌸<br>🛟 | ☀️<br>🌇 | Tropical | X | – | – | – | – | 12,700G |
| | Piranha | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️<br>🌇<br>🌙 | Regular | X | X | – | – | – | 600G |
| | Piraya Piranha | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️<br>🌇<br>🌙 | Delectable | X | X | – | – | – | 1,600G |
| | Electric Eel | 🛟 | 🌙 | Tropical | – | – | – | – | X | 18,000G |
| | Tuna | ⛄ | 🌅<br>☀️ | Tropical | – | – | X | X | – | 6,000G |
| | Sardine | 🌸<br>🛟<br>🍁<br>⛄ | 🌅<br>☀️ | Regular | – | – | X | X | – | 300G |
| | Cod | 🛟<br>⛄ | 🌅<br>☀️ | Good | – | – | X | X | – | 1,300G |
| | Sea Bream | 🌸 | 🌅<br>☀️ | Excellent | – | – | X | X | – | 2,000G |
| | Striped Beakfish | 🍁 | 🌅<br>☀️ | Excellent | – | – | – | X | – | 2,000G |
| | Righteye Flounder | 🌸<br>⛄ | 🌅<br>🌇 | Delectable | – | – | X | – | – | 2,500G |
| | Olive Flounder | 🍁<br>⛄ | 🌅<br>🌇 | Delectable | – | – | X | – | – | 2,500G |



## Mining for Profit

# Overview

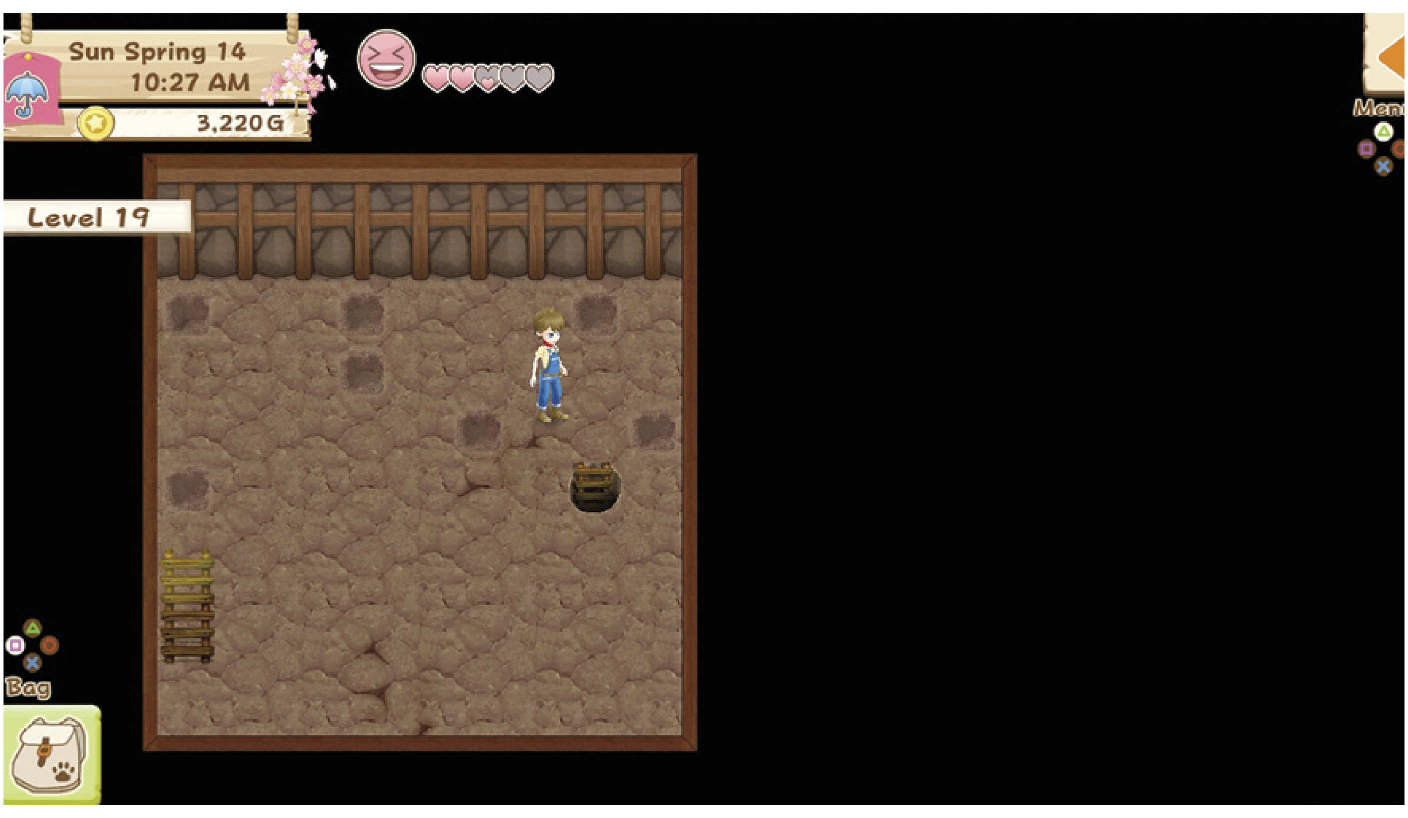
Whether you need metals for building or money, there's no better place to turn than the mine. One hundred levels deep and filled with ore that can be processed into metals and valuable gemstones, the mine is a place to frequent early and often. This chapter contains all you need to know to get the most out of your time underground, including charts showing which ore types are found at what depth and tips for getting the most money the fastest way possible.



Mining for Profit

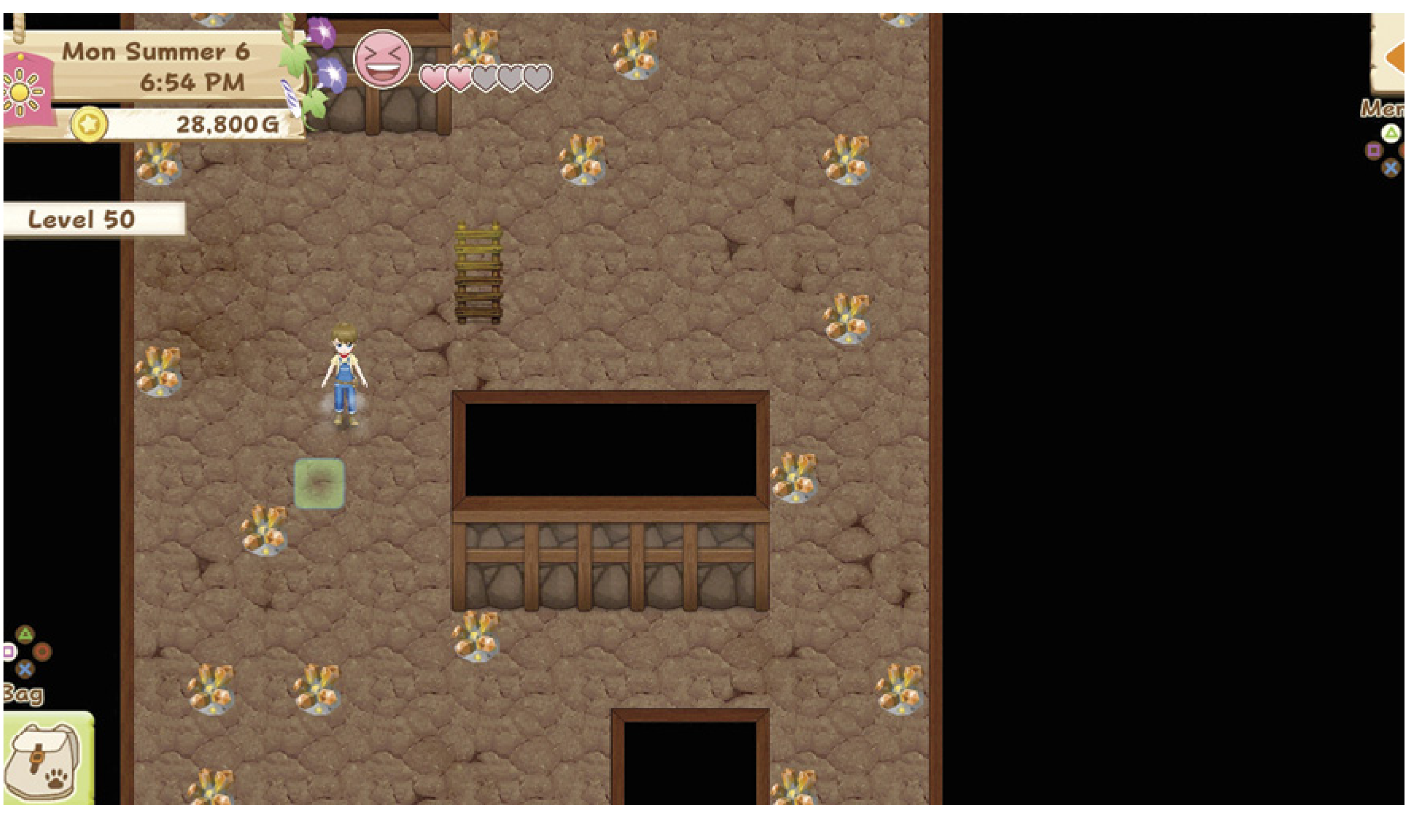
# Mining Basics

Located in the mountain area of the island, the mine is unlocked during **Chapter 2** of your quest to restore the lighthouse, for a cost of 10x Softwood Lumber and 500G. Once the mine entrance is repaired, Gus lends you the Hammer you need to smash the ore-containing crystals found within. To progress underground, you must use the Hoe to uncover the hidden ladder. Every level contains a ladder leading deeper into the mine, all the way down to Level 100. Sounds easy, right? Keep reading.



## Preparations

Don't let the early floors of the mine mislead you into thinking the levels are all very small. The deeper you get in the mine, the larger the individual floors are. Larger floors contain many more crystals for you to smash, which is great, but it also means you spend much more time searching for the ladder. And though you can leave at any time by simply climbing the ladder, it's worth aiming to reach the next checkpoint before exiting. Checkpoints exist every five levels (Level 6, 11, 16, 21, 26, etc.), and you're unlikely to clear more than five levels in a single visit once you get below Level 20.

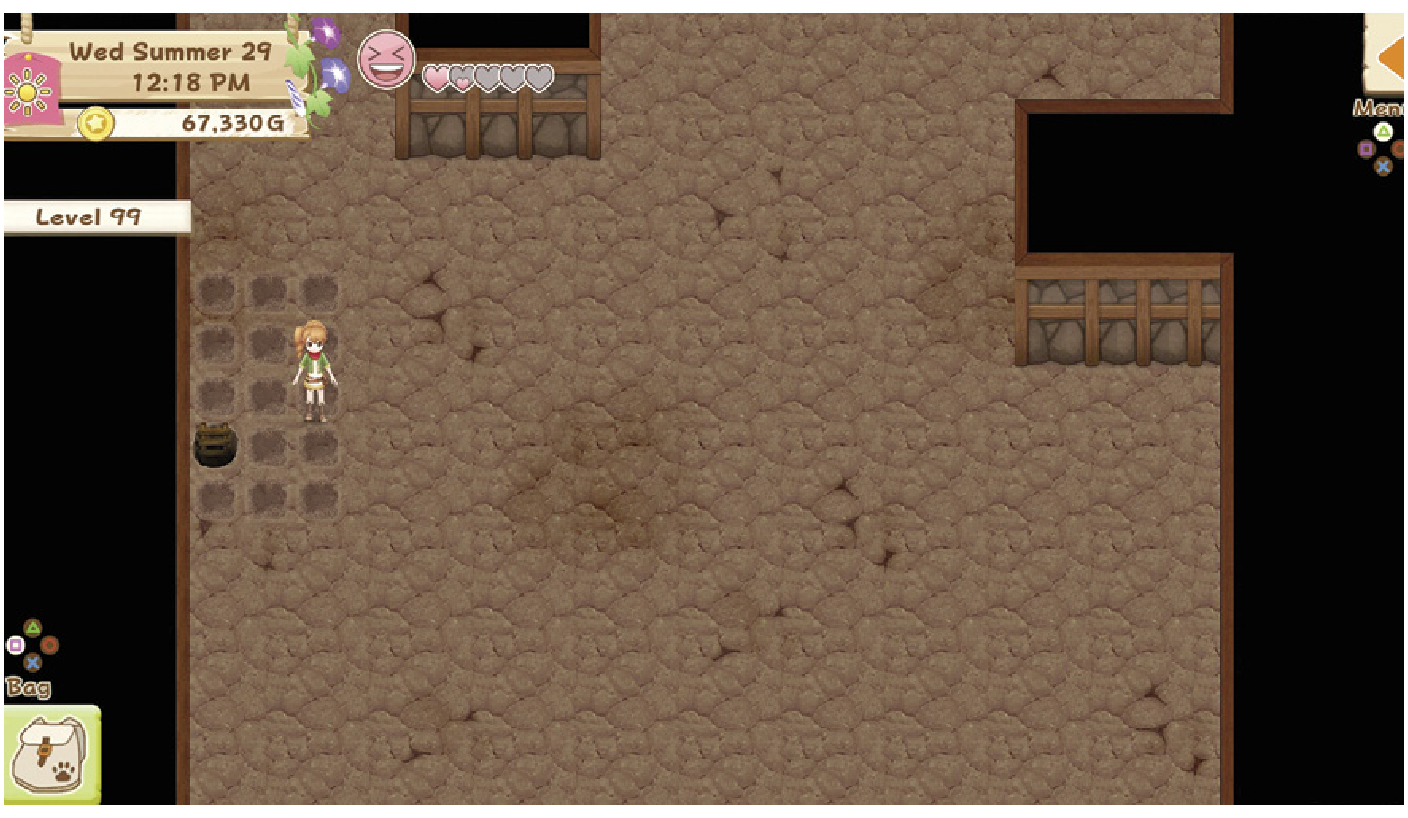


Before entering the mine, take the following steps to ensure a smooth outcome:

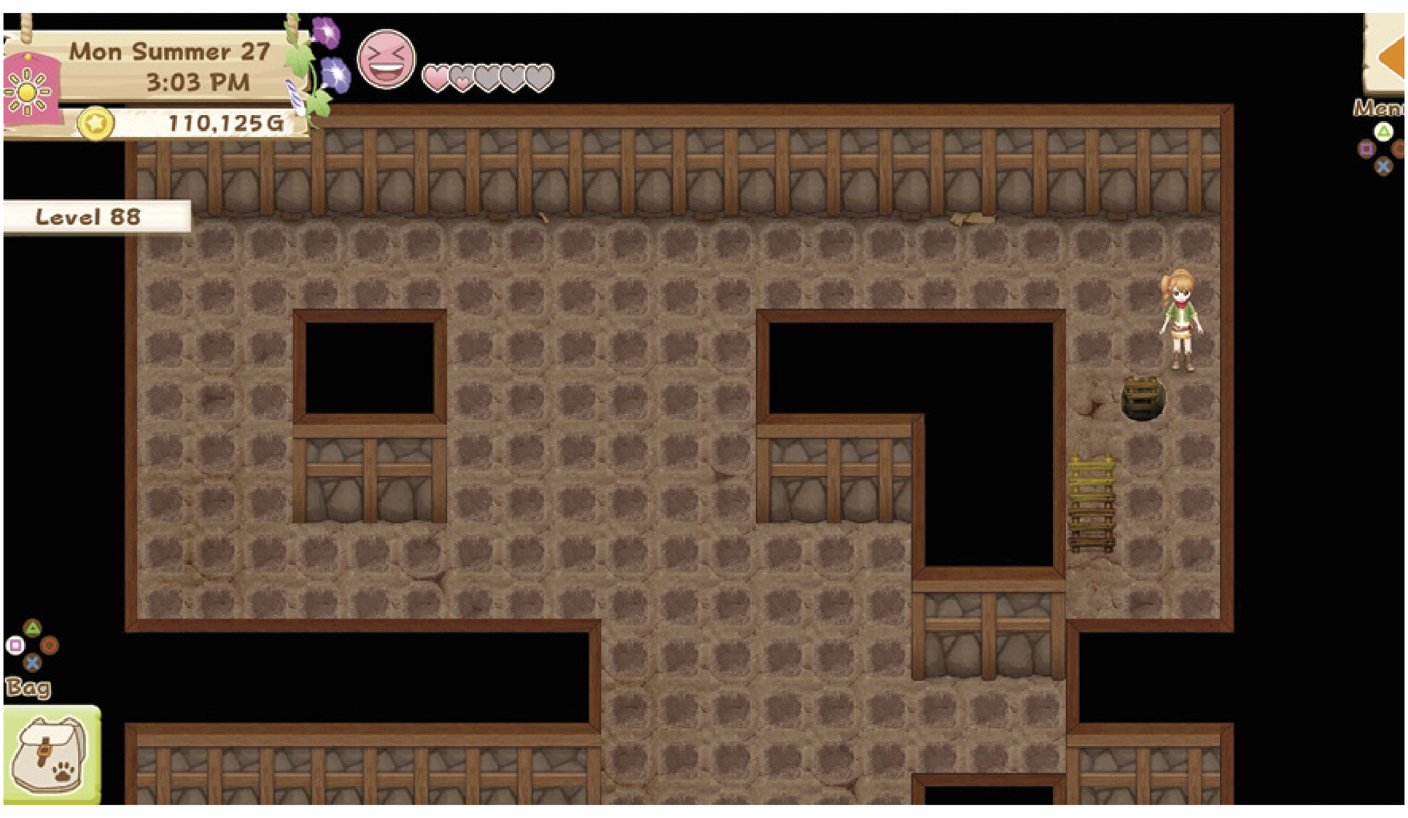
- Visit the Hot Springs to replenish your Stamina. Never explore the mine without full Stamina unless you're only entering for a quick item grab.
- Ensure you have plenty of food. We recommend keeping a stash of Bamboo Shoots (or Mushrooms if fall/winter) on hand, along with plenty of Grilled Fish, Fried Eggs, or Bread. Never let your Stamina get below a heart.
- Upgrade your Hoe. Though you need the Expert and Master Hammers to break the crystals in deeper levels, searching for the exit is quite time-consuming without the Expert or Master Hoe.
- Make sure you have plenty of room in your Bag if you haven't upgraded your house yet. You can only have up to ninety-nine individual item types in your Bag (not including tools). New item types are discarded if you don't have the dresser that comes with the upgraded house.
- Check the time of day. The in-game hours can really fly by while you're underground, but you still must get to sleep at a decent hour. Don't let the 5:00 a.m. curfew cut you off before you reach that next checkpoint!

## Searching for the Ladder

Smashing crystals open for random ore drops isn't just fun, but it's simple and fast, too! The same can't always be said for finding the ladder down to the next level of the mine. Ladders are hidden in the floor of the mine, and there's no indication where they are. To find the ladder, use the Hoe to dig it up—it can be anywhere! By the time you reach Level 20, you'll understand the importance of an upgraded Hoe.



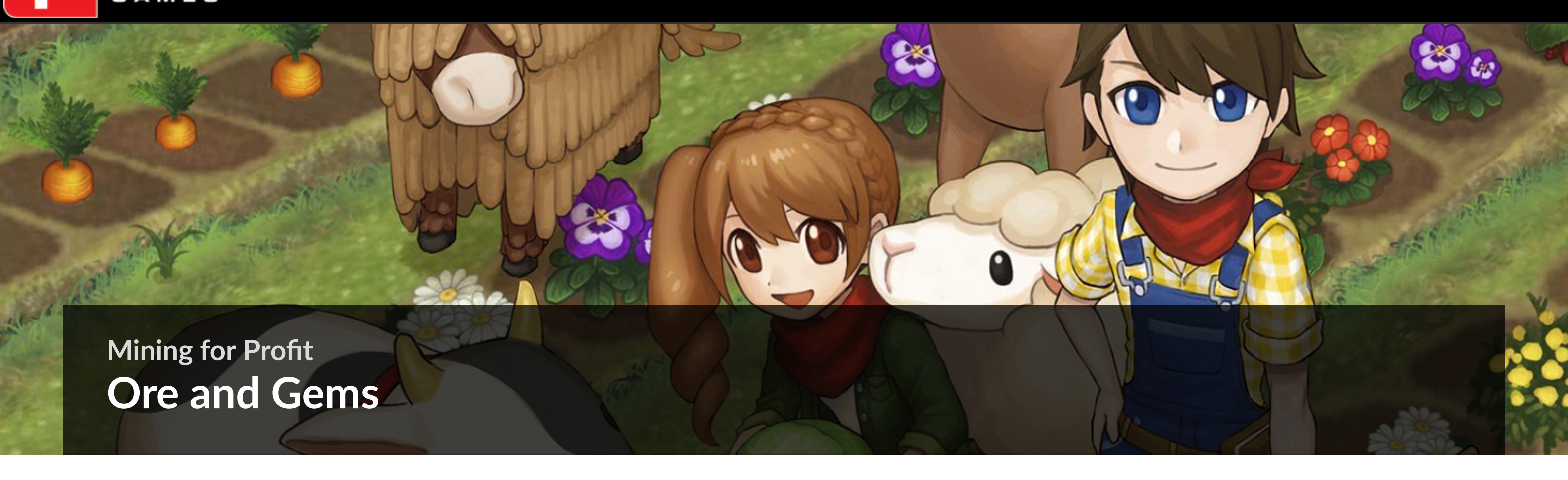
*Sometimes you get really lucky...*



*...And sometimes the ladder is in the last square you search.*

Though we can't provide a map to the location of the ladder—the ladder is in a random location each time you visit a given level—we can provide several tips for finding the ladder quickly.

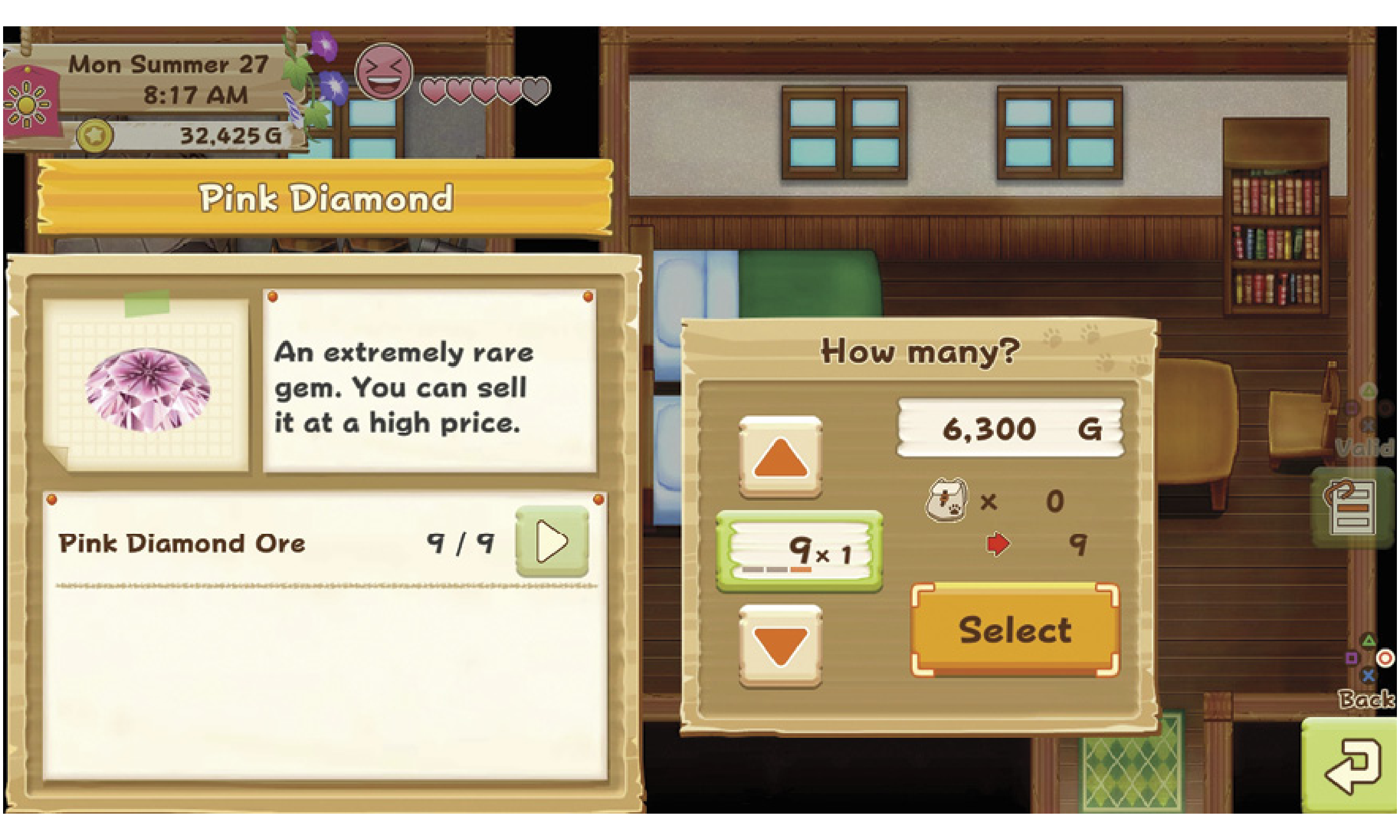
- The next ladder down is never directly near the ladder leading up. It might be close, but it's not going to be in any of the squares adjacent to the ladder you just descended.
- Clear away all of the crystals when you first enter a level, so you can search for the ladder without interruption. Also, if you run out of Stamina, you can always leave knowing you already collected the ore.
- The ladder is almost always within three squares of a wall, and usually within three squares of the perimeter walls. Once you have the Expert Hoe (or better), make your way around the perimeter, walking along the second square from the wall, so you can clear a three-square-wide path. This gets much easier with the Master Hoe and Sacred Hoe.
- Keeping the previous tip in mind, dig in random locations while using the Hoe and Expert Hoe to perform a lap around the level. Only stop to dig up every square along the way during your second lap.
- Save the middle of the levels for last, as it's extraordinarily rare for the ladder to be located in the center of the room.



Mining for Profit

# Ore and Gems

The purpose of entering the mine is, of course, to smash open the crystal lodes and gather up as much ore as you can. Once it's collected, you then bring the ore to Gus for processing. Ore comes in two basic types: metals and gemstones. Though all of it can be sold for profit to Sam (or deposited into a Shipping Bin and sold overnight), hold on to the metals (Iron, Gold, Mithril, etc.) for use in repairing structures and upgrading tools and farm buildings. Soul Gems are the only gemstones that are also required for some upgrades.



Pink Diamond

An extremely rare gem. You can sell it at a high price.

Pink Diamond Ore 9 / 9

The crystals get harder to break the deeper into the mine you get, thus requiring tool upgrades from Gus. And, as discussed previously, make sure you're upgrading the Hoe at an equal rate, else your search for the ladder will be agonizingly slow as you reach larger and larger levels.

There are twenty-five different types of ore found in the mine, but not all are found in all levels. The deeper levels of the mine don't just contain harder crystals, but those crystals contain much more valuable ore. From Mithril to Adamantite and Rubies to Diamonds, dig

your way to the deeper levels quickly to be in position to amass a lot of money. Consult the following table for details on which floor a given type of ore can be found. Keep in mind that ore drops are random within the confines of this table. For example, it may take multiple runs through Levels 1-5 to find any Agate.

## Crystal Hardness

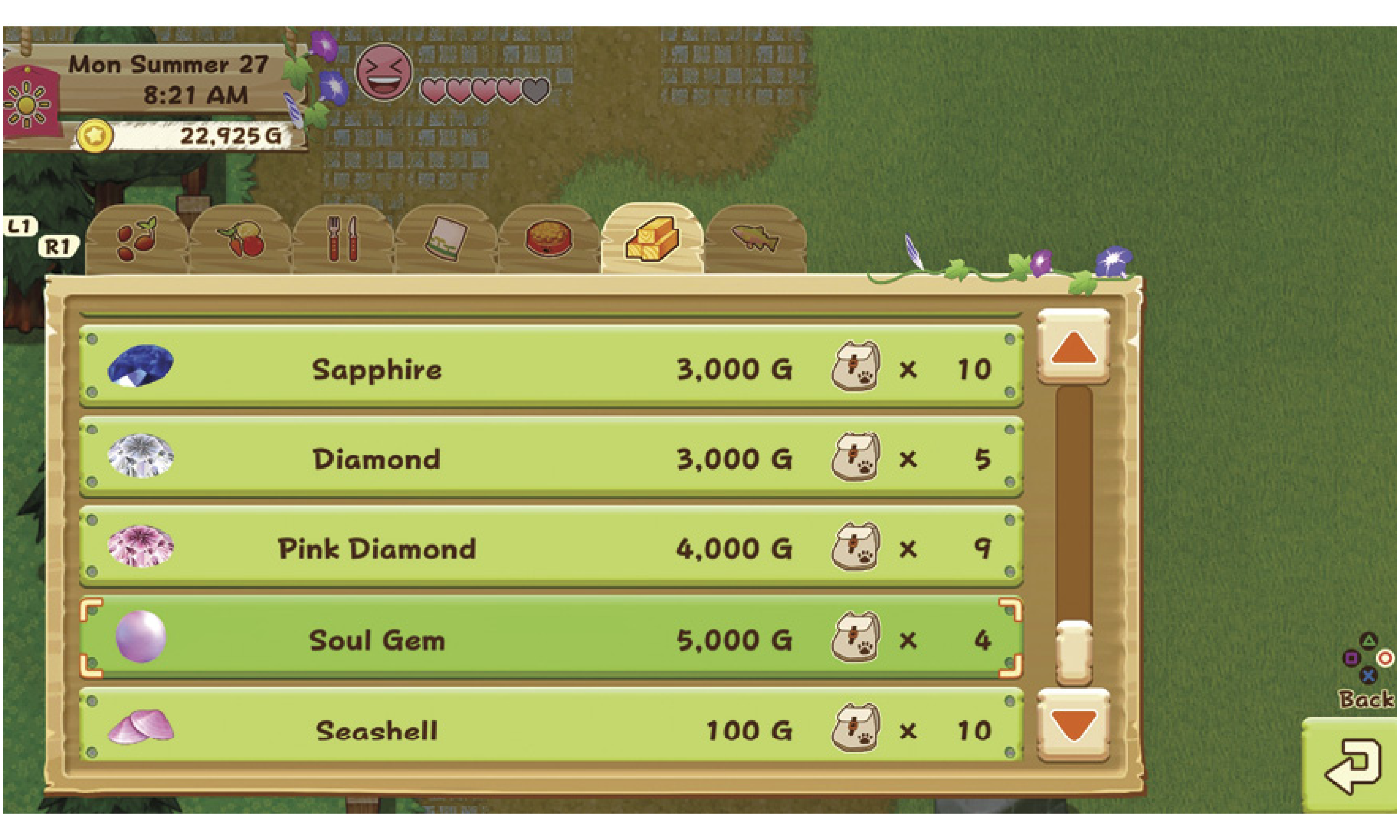
| Crystal | Levels | Tool Required |
|---|---|---|
| | 1 to 30 | Hammer |
| | 31 to 60 | Expert Hammer |
| | 61 to 100 | Master Hammer |

## Ore Found by Mine Level

| Ore | Name | 1-5 | 6-10 | 11-15 | 16-20 | 21-25 | 26-30 | 31-35 | 36-40 | 41-45 | 46-50 | 51-55 | 56-60 | 61-65 | 66-70 | 71-75 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | Stone | X | X | X | X | X | X | X | X | X | X | X | X | X | X | X |
| | Glass Material | X | X | X | X | X | X | X | X | X | – | X | X | X | X | X |
| | Iron Ore | X | X | – | – | – | X | X | – | X | X | – | – | X | X | – |
| | Bronze Ore | X | X | – | – | – | X | X | X | – | X | X | X | – | – | X |
| | Silver Ore | – | X | – | X | X | X | X | X | – | X | X | X | – | – | X |
| | Gold Ore | – | X | – | X | X | X | X | – | – | X | – | – | X | X | X |
| | Mithril Ore | – | – | – | – | – | – | X | X | – | X | X | X | – | – | X |
| | Orichalcum Ore | – | – | – | – | – | – | – | X | – | X | X | X | – | – | X |
| | Adamantite Ore | – | – | – | – | – | – | – | – | – | – | – | – | X | X | X |
| | Agate Ore | X | X | X | X | X | X | X | – | – | – | – | – | X | X | – |
| | Jade Ore | X | X | X | X | X | X | X | – | – | – | – | – | X | X | – |
| | Fluorite Ore | X | X | X | – | – | – | – | – | – | – | – | – | X | X | – |
| | Opal Ore | X | X | X | – | – | – | – | – | – | – | – | – | X | X | – |
| | Crystal Ore | X | X | X | – | – | – | – | – | – | – | – | – | X | X | – |
| | Peridot Ore | – | – | X | X | X | – | – | X | X | – | – | – | – | – | – |
| | Moonstone Ore | – | – | X | X | X | – | – | X | X | – | – | – | – | – | – |
| | Onyx Ore | – | – | X | X | X | – | – | X | X | – | – | – | – | – | – |
| | Topaz Ore | – | – | X | X | X | – | – | X | X | – | – | – | – | – | – |
| | Amethyst Ore | – | – | X | X | X | – | – | X | X | – | – | – | – | – | – |
| | Ruby Ore | – | – | – | – | – | X | X | – | X | – | X | X | – | – | – |
| | Emerald Ore | – | – | – | – | – | X | X | – | X | – | X | X | – | – | – |
| | Sapphire Ore | – | – | – | – | – | X | X | – | X | – | X | X | – | – | – |
| | Diamond Ore | – | – | – | – | – | – | – | X | X | – | X | X | X | X | X |
| | Pink Diamond Ore | – | – | – | – | – | – | – | – | – | – | – | – | X | X | X |
| | Soul Gem Ore | – | – | – | – | – | – | – | – | – | – | – | – | – | – | X |

### Never Sell the Ore!

The unprocessed ore you collect by smashing crystals isn't worthless, but it may as well be. Never sell the ore without first taking it to Gus for processing, else you're throwing away a lot of money. This is especially true of gemstones. From the least valuable Agate to the most precious Soul Gem, the processed gemstones net you 12-16x as much profit, even after accounting for Gus's processing fees.



| | | | |
|---|---|---|---|
| Sapphire | 3,000 G | × | 10 |
| Diamond | 3,000 G | × | 5 |
| Pink Diamond | 4,000 G | × | 9 |
| Soul Gem | 5,000 G | × | 4 |
| Seashell | 100 G | × | 10 |

Though there are times when a villager requests a piece of ore from you, you'll almost always want to immediately visit Gus after mining (provided Gus's Smithy is open) and pay him to process the ore into metals and gemstones. Metals (and Stone and Glass) require three pieces of ore in order to be processed into a single unit, but gemstones have a processing ratio of 1:1, making them an excellent source of profit. If necessary, process the most valuable gems first, sell them to Sam, then use your profits to pay the processing fees for the remainder. Depending on how much money you have, and how much ore you need processed, you may need to make quite a few trips back and forth between Gus and Sam. The ability to fast-travel after restoring the lighthouse helps speed this along.

## Processed Ore and Mining Profits

| Ore | Name | Type | Ore Value (Sam) | Processing Ratio | Processing Fee (Gus) | Processed Sell Price (Sam) | Net Profit |
|---|---|---|---|---|---|---|---|
| | Material Stone | Building Material | 1 | 3:1 | 50 | 60 | 10 |
| | Glass | Building Material | 5 | 3:1 | 50 | 150 | 100 |
| | Iron | Metal | 5 | 3:1 | 100 | 150 | 50 |
| | Bronze | Metal | 10 | 3:1 | 100 | 150 | 50 |
| | Silver | Metal | 20 | 3:1 | 100 | 400 | 300 |
| | Gold | Metal | 50 | 3:1 | 100 | 600 | 500 |
| | Mithril | Metal | 60 | 3:1 | 200 | 700 | 500 |
| | Orichalcum | Metal | 70 | 3:1 | 200 | 700 | 500 |
| | Adamantite | Metal | 100 | 3:1 | 300 | 900 | 600 |
| | Agate | Gemstone | 50 | 1:1 | 300 | 900 | 600 |
| | Jade | Gemstone | 50 | 1:1 | 300 | 900 | 600 |
| | Fluorite | Gemstone | 50 | 1:1 | 400 | 1,250 | 850 |
| | Opal | Gemstone | 50 | 1:1 | 400 | 1,250 | 850 |
| | Crystal | Gemstone | 50 | 1:1 | 400 | 1,500 | 1,100 |
| | Peridot | Gemstone | 70 | 1:1 | 400 | 1,500 | 1,100 |
| | Moonstone | Gemstone | 70 | 1:1 | 400 | 1,800 | 1,400 |
| | Onyx | Gemstone | 70 | 1:1 | 500 | 2,000 | 1,500 |
| | Topaz | Gemstone | 70 | 1:1 | 500 | 2,000 | 1,500 |
| | Amethyst | Gemstone | 70 | 1:1 | 500 | 2,000 | 1,500 |
| | Ruby | Gemstone | 100 | 1:1 | 500 | 2,400 | 1,900 |
| | Emerald | Gemstone | 100 | 1:1 | 500 | 2,600 | 2,100 |
| | Sapphire | Gemstone | 100 | 1:1 | 700 | 3,000 | 2,300 |
| | Diamond | Gemstone | 200 | 1:1 | 700 | 3,000 | 2,300 |
| | Pink Diamond | Gemstone | 200 | 1:1 | 700 | 4,000 | 3,300 |
| | Soul Gem | Gemstone | 300 | 1:1 | 800 | 5,000 | 4,200 |

## Mining Strategies

Though Stone and Glass Material can be found on every level of the mine, some levels are more conducive for finding metals, and others have a greater concentration of gemstones. Depending on the tool you have and the purpose of your visit to the mine, it may make sense to visit a specific level grouping.

**Hammer, Seeking Gems:** Make repeat runs through Levels 11-15, as they have the least amount of metal types. The gemstones found here are the least valuable, but there's a lot of them.

**Hammer, Seeking Metals:** Use the time to focus on Levels 26-30 to gather the most valuable metals while also having a chance to collect a more precious set of gemstones than found on the earlier levels.

**Expert Hammer, Seeking Gems:** It's worth repeating trips through Levels 41-45, as these levels have the fewest building material types and the most gemstones. Best of all, you have a chance to earn Diamonds without needing to deal with much larger levels.

**Expert Hammer, Seeking Metals:** A couple of runs through Levels 46-50 are all you need to load up on Mithril and Orichalcum, as these levels are devoid of gemstones, but have every type of metal except Adamantite.

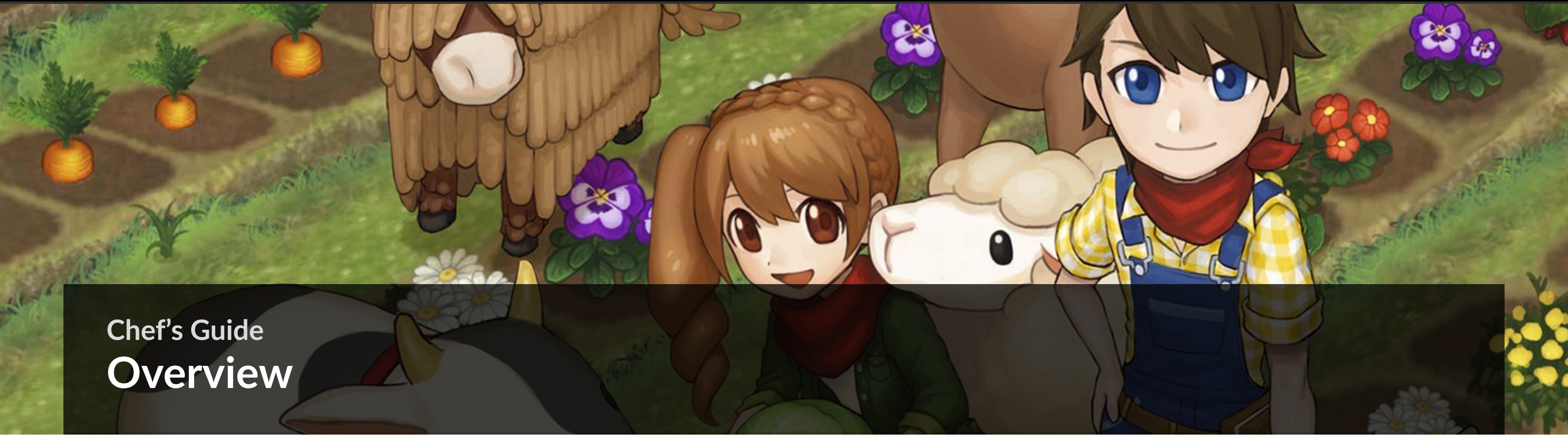
**Master Hammer, Seeking Gems:** If it's money you're after, head straight to Levels 81-90 of the mine, as they have all the most valuable gemstones and the fewest crystals containing metals. Be sure to check our special corresponding "Get Rich Quick" box.

**Master Hammer, Seeking Metals:** If it's Mithril and Orichalcum you need, head to Levels 46-50, but if you're in need of Adamantite, head to Levels 91-100 to not only gain plenty of Adamantite, but a number of Soul Gems as well.

### Get Rich Quick!

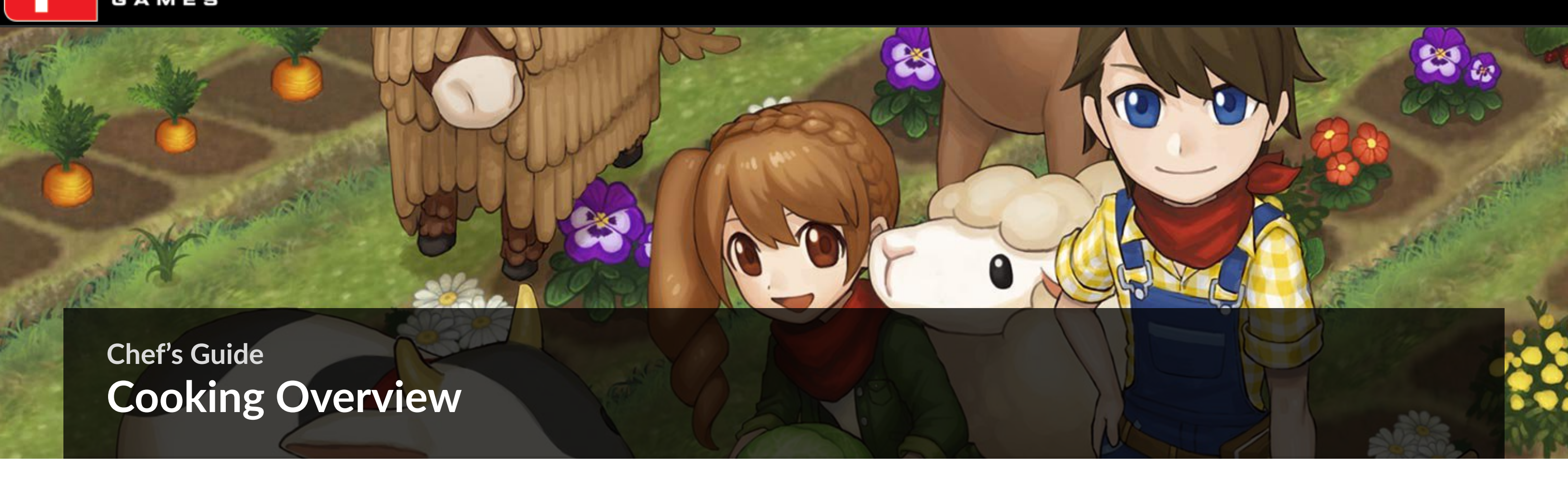
Mon Summer 27
9:59 AM
110,125 G
Level 86
Bag
Menu

If all you're after is money, there's no reason to waste a single second searching for a ladder. Take your Master Hammer down to Level 86, smash all of the crystals, exit via the ladder, and repeat. How great a moneymaker is this trick? A single run through Level 86 has been known to net 38,000G worth of profit in less than a minute's time. A half hour spent employing this trick can earn you a cool million in money!



# Overview

If the thought of growing hundreds of crops has gotten you hungry, then you’ve come to the right place. Cooking plays an important role in your life in Beacon Town. Not only are there seasonal Cooking Contests, but many of the villagers request various dishes from you throughout the year. With hundreds of recipes to pick from and a seemingly endless supply of ingredients to manage, those wanting to complete the Encyclopedia have a wealth of kitchen time ahead of them.



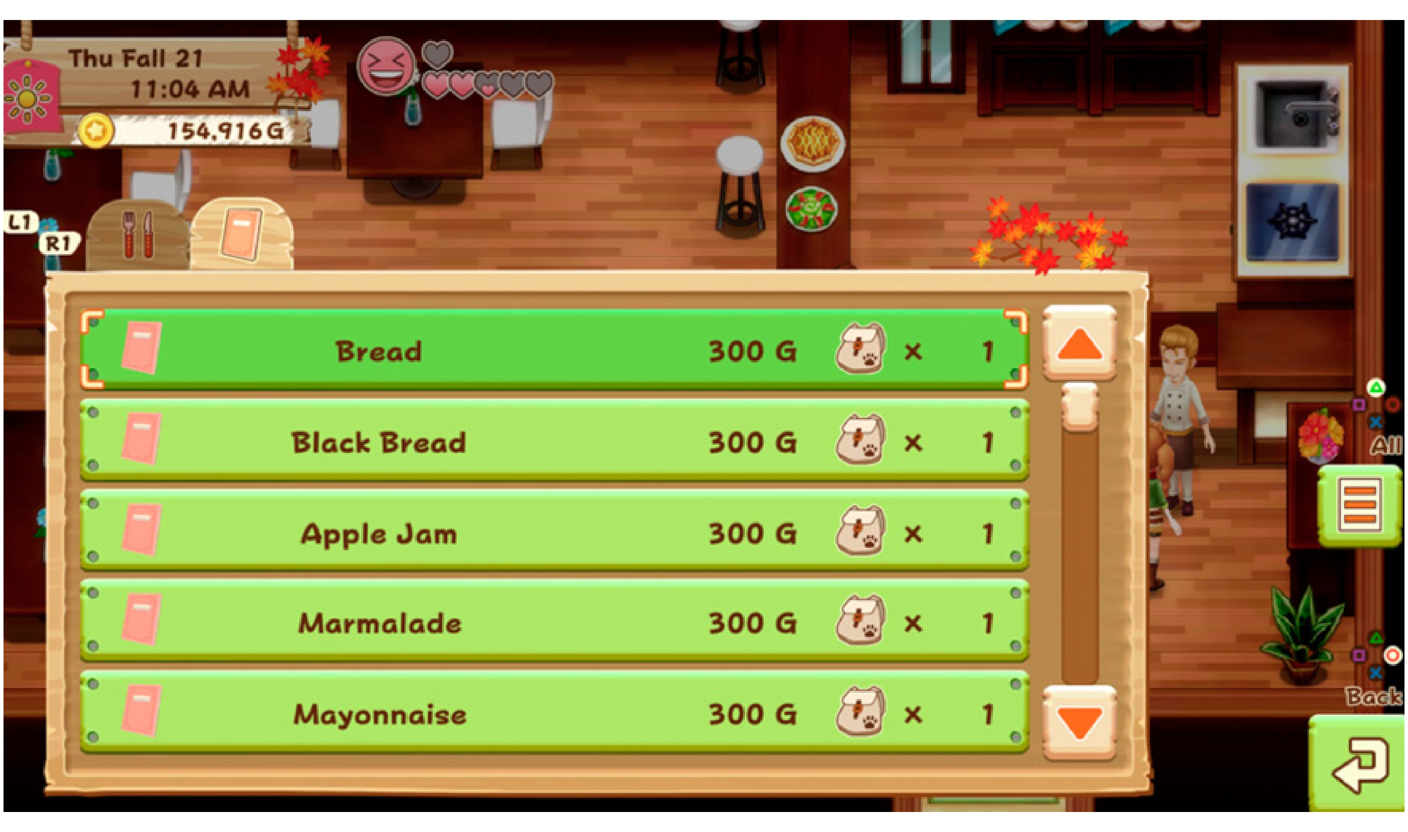
Chef's Guide

# Cooking Overview

Most of this chapter is spent detailing each of the recipes, but before you go over ingredient lists and Stamina values, it's important to understand the basics. There are three essential steps to successful cooking: 1) learning the recipe, 2) gathering the ingredients, and 3) having room in your Bag to store the dish.

## Learning Recipes

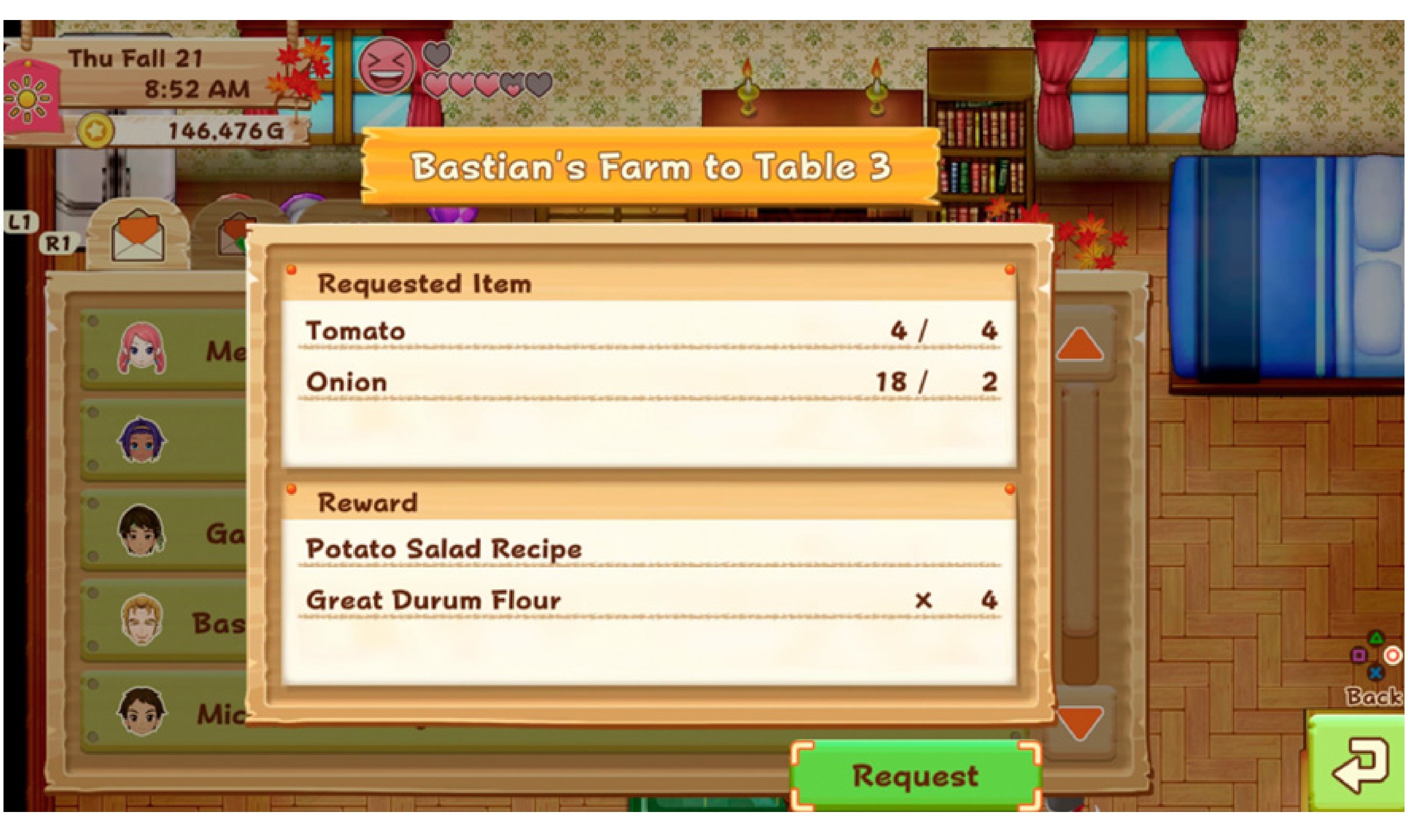
For the purposes of this chapter, we limit the discussion to recipes for use in the kitchen—we cover Fertilizer and bait recipes in the fishing and farming chapters, respectively. All of the cooking recipes come from Bastian and his daughter Elise, the owners of Bastian's Restaurant. Though some recipes are unlocked through the course of restoring the lighthouse (story events), most can be obtained either by completing requests or by purchase.



Thu Fall 21
11:04 AM
154,916G

| | | | |
|---|---|---|---|
| Bread | 300 G | × | 1 |
| Black Bread | 300 G | × | 1 |
| Apple Jam | 300 G | × | 1 |
| Marmalade | 300 G | × | 1 |
| Mayonnaise | 300 G | × | 1 |

*Check back often to see what recipes Bastian has available for purchase.*



Thu Fall 21
8:52 AM
146,476G

Bastian's Farm to Table 3

Requested Item

| | |
|---|---|
| Tomato | 4 / 4 |
| Onion | 18 / 2 |

Reward

Potato Salad Recipe
Great Durum Flour × 4

*Completing requests is a great way to learn valuable recipes.*

**Bastian:** Most recipes are available for purchase from Bastian. Talk to Bastian inside the restaurant to see which recipes are for sale. The variety of recipes he's willing to sell increases over time, as you advance the story and seasons, build your affection, and complete requests for him. Some specific requests are rewarded for completing specific Farm to Table requests.

**Elise:** Though Elise provides you with an occasional specific recipe during the course of the story (i.e., Strawberry Jam), you mostly learn recipes from Elise by completing her Cuisine requests. A culinary student herself, she has several sought-after recipes she's willing to teach you.

Only one example of a recipe is needed for you to learn all of its variants. For example, early in the game, you learn the Grilled Fish Recipe. This is really a suite of recipes that allows you to cook ten different Grilled Fish dishes, each with a different species of fish. Similarly, learning the Butter Recipe unlocks the basic version of the recipe, along with the Great, Ultimate, Supreme, and Legendary versions of the same dish.

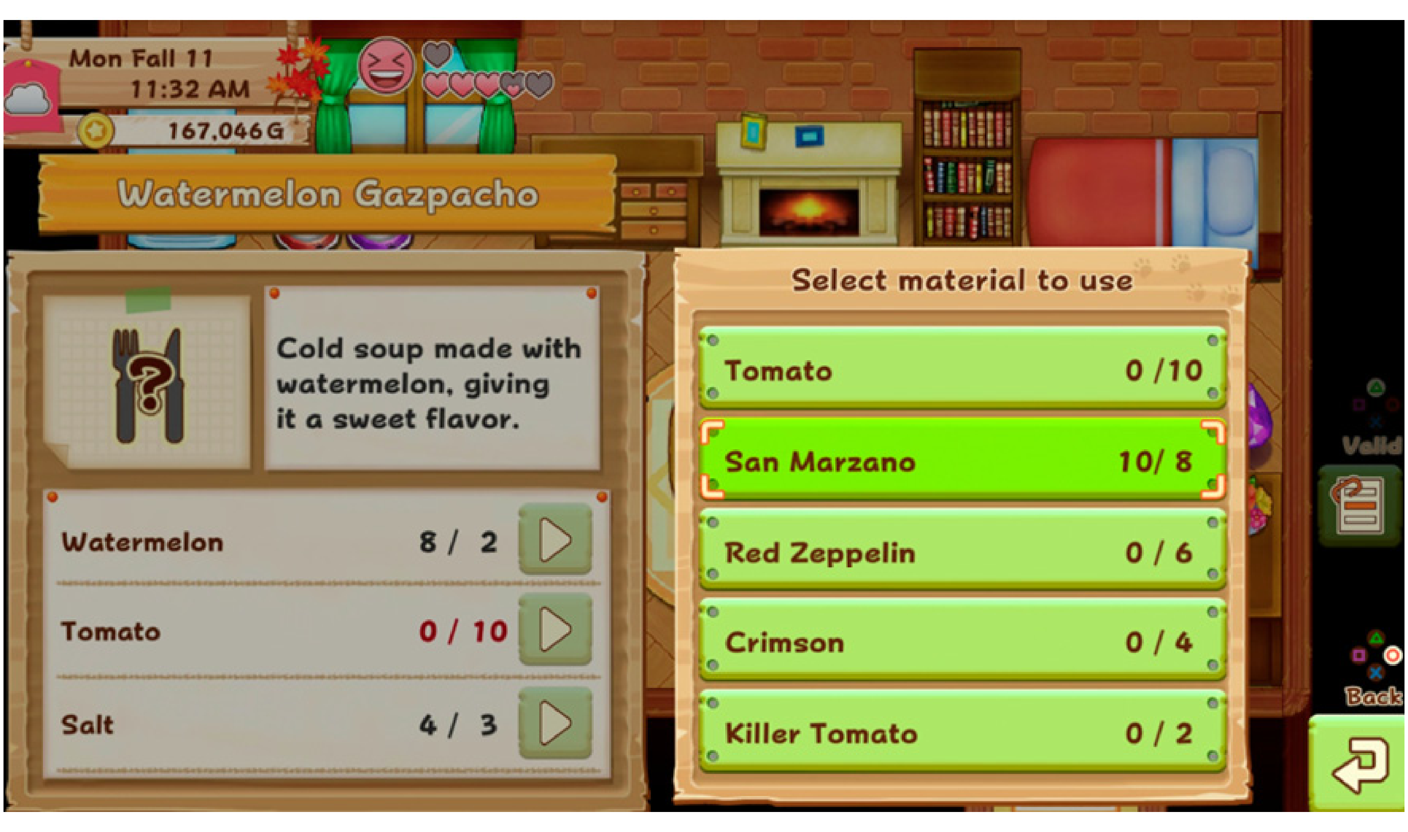
### Blissful Bread Recipe

The one recipe not to come from Bastian and Elise is the Blissful Bread Recipe. This recipe can only be learned by completing a request for the Harvest Goddess, Harvest God, or Gorgan after restoring the lighthouse. The recipe calls for 2x Blessed Flour, which can only be obtained by completing subsequent requests for these three characters. Consider allowing the requests from other townsfolk to go unfulfilled until you receive a request from any of the three deities. Blissful Bread not only fully replenishes your Stamina, but increases your total number of Stamina Hearts by one, to maximum of ten.

Fri Fall 8
7:22 AM
81,311G
Menu
Bag
Got Blessed Flour!

## Gathering Ingredients

Once you learn some recipes, head home and press the Action Button while standing near the stove to bring up a list of the recipes you've learned. The most important part of cooking is securing the necessary ingredients. Though many recipes can be made with a variety of substitute ingredients, you can usually only substitute different varieties of the same item, such as similar types of fish or different versions of a similar vegetable. If a recipe requires Carrots, you can't substitute Broccoli. Here are some tips for making sure you can cook as many recipes as possible in a short amount of time.



Mon Fall 11
11:32 AM
167,046G

Watermelon Gazpacho

Cold soup made with watermelon, giving it a sweet flavor.

| | |
|---|---|
| Watermelon | 8 / 2 |
| Tomato | 0 / 10 |
| Salt | 4 / 3 |

Select material to use

| | |
|---|---|
| Tomato | 0 /10 |
| San Marzano | 10/ 8 |
| Red Zeppelin | 0 / 6 |
| Crimson | 0 / 4 |
| Killer Tomato | 0 / 2 |

*Always keep a variety of every vegetable type on hand to make substitutions easier.*

- Resist the urge to sell your crops. Keep at least a dozen of each, as there's no other way to gain many of the ingredients needed for cooking. Sell your mutated crops to Sam to unlock the seeds in his store, then refrain from selling him your produce. If you need money, head to the mine.
- Raise multiple chickens and cows throughout the first two seasons, then leave room in your upgraded Chicken Coop and Animal Barn for four Brown Chickens and three Brown Cows. You need a lot of Candy Eggs and Chocolate Milk to make the more difficult, higher-quality dishes. Feed your animals higher-quality Animal Feed and pet them each day to yield Ultimate- and Miracle-quality ingredients.
- Great=quality fruit can be difficult to come by, as not many trees yield it. Plant numerous fruit trees of each species, keep the ground around them free of rocks and trees, and give them each plenty of room. With some luck, several of your trees yield the rarer, higher-quality fruit. Never sell it!
- Stock up on cooking essentials at Bastian's Restaurant. Buy your Salt, Sugar, and Flour in bulk, and don't be afraid to purchase Bread and other ingredients from him. He charges a lot of money for some ingredients, but once you upgrade all of your tools, repair the buildings, and upgrade your house and barns, your mining profits can be used to stock up on baking products.

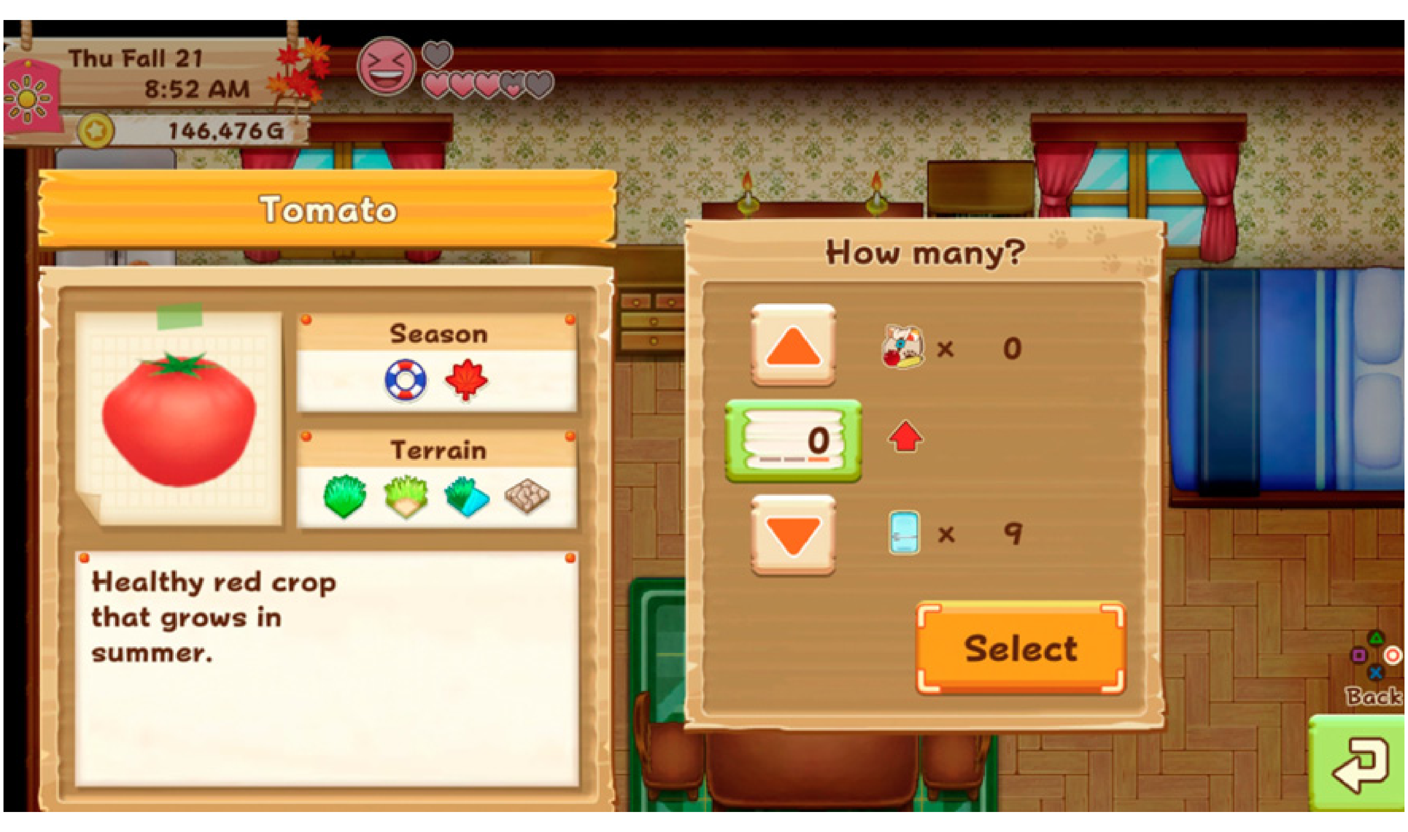
Many recipes can accept substitute ingredients. Often this is done to cook a higher-quality version of the dish. For example, many recipes that call for Cream Cheese can be made using higher-quality Cream Cheese to achieve a higher-quality dish. Other dishes, particularly Fish Cuisine, can be made using a variety of fish. The following table shows the acceptable substitutions for dishes calling for Rainbow Trout, Tilapia, and Cod.

### Substitute Fish Ingredients

| Recipe Calls For | Acceptable Substitutes |
|---|---|
| Rainbow Trout | Cod, Perch, Yellow Perch, or Bullhead |
| Tilapia | Red-Belly Tilapia, Sea Bream, or Striped Beakfish |
| Cod | Sea Bream, Striped Beakfish, Righteye Flounder, or Olive Flounder |

## Managing Bag and Refrigerator Inventory

Upgrade to a Large House as fast as possible in order to gain a refrigerator that you can store ingredients in. This allows you to store an unlimited variety and quantity of food items, so you needn't worry about not having room for the crops you harvest or fish you catch. You still need to shift ingredients from the refrigerator into your Bag in order to cook them, but you can at least store the ingredients you're not using in the refrigerator without fear of them going bad.



Thu Fall 21
8:52 AM
146,476G

Tomato

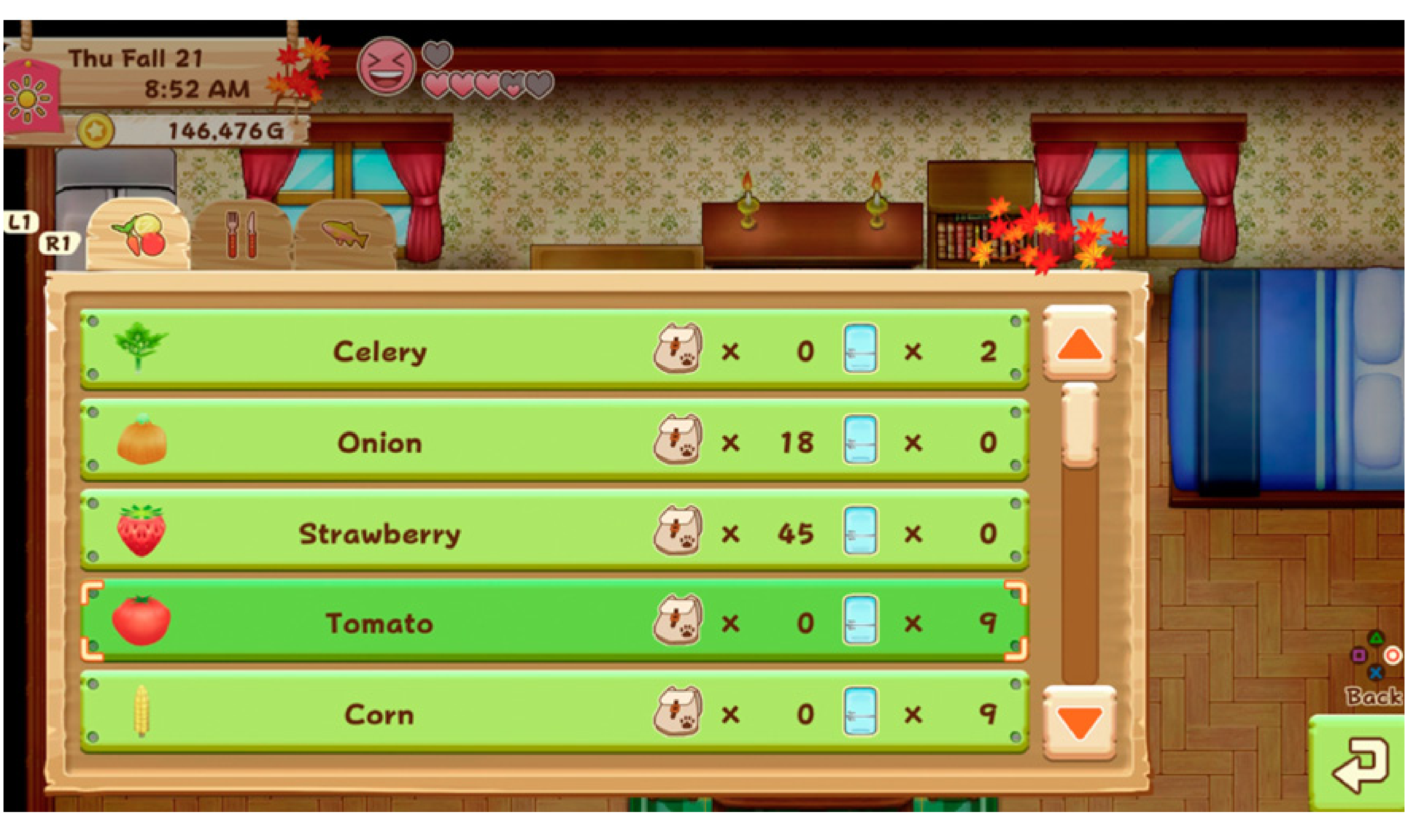
Healthy red crop that grows in summer.

*You can't make any new dishes with a full Bag.*

### Valid Recipes

Press the Menu Button to filter the recipes to those that you have both the ingredients for and room in your Bag to store. If you have the ingredients needed but don't see any never-before-made recipes listed, you can be sure that you don't have room in your Bag to store them. Turn off the filter to check the ingredient requirements for dishes that you can't yet make.

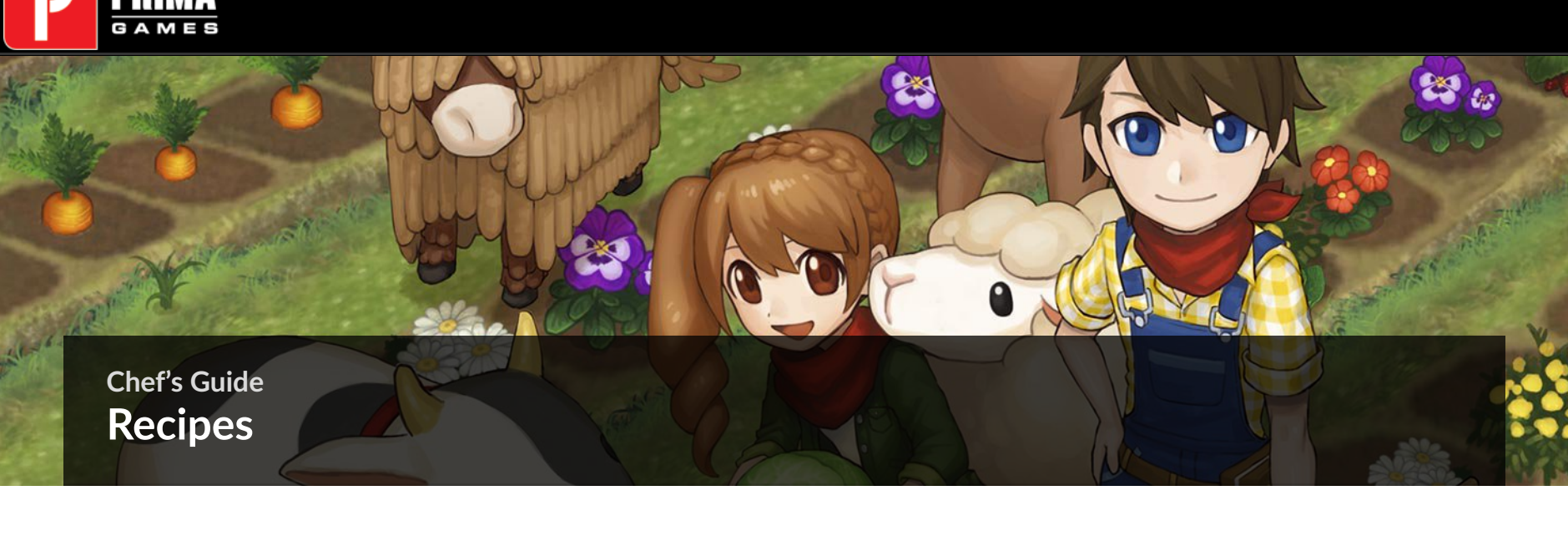
As the seasons pass and your assortment of crops and other items grows more numerous, proper inventory management becomes ever more important. Consider focusing on completing all of the tool upgrades and building repairs throughout the island so you can easily store all of your lumber and ore in the dresser, thus leaving more room for cooking ingredients in your Bag. Similarly, keep all of your unused Fertilizer, feed, and bait stored in the Fertilizer Bin and Windmill to free up additional room. Keep plenty of baking essentials (Sugar, Salt, and Flour) in your inventory, and shift unneeded ingredients to the refrigerator until needed.



Thu Fall 21
8:52 AM
146,476G

| | | | | | |
|---|---|---|---|---|---|
| Celery | × | 0 | | × | 2 |
| Onion | × | 18 | | × | 0 |
| Strawberry | × | 45 | | × | 0 |
| Tomato | × | 0 | | × | 9 |
| Corn | × | 0 | | × | 9 |

*Shift items from the refrigerator to your Bag as needed.*



Chef's Guide

# Recipes

Cooking serves multiple purposes beyond filling out the Encyclopedia. The dishes you make can be eaten to replenish Stamina. This is particularly useful when making your way deeper into the mine. The Stamina values shown represent how much Stamina is replenished by eating a single serving of the dish. Each Stamina Heart is worth 2000 (when fully rested). Simply select the dish from your Bag and choose to "Use" it.

In addition to being edible, many of the dishes you cook are desired by particular townsfolk. Consult the list of requests in the Meet Your Neighbors chapter before disposing of a cooked dish, as it may soon be requested. Additionally, each villager has a particular food that they love to receive for the Fall Festival. Consider storing these dishes in the refrigerator until Fall 30 so you please as many villagers as possible.

Lastly, both Bastian and Sam buy cooked dishes from you, making your time in the kitchen another possible source of income.

## Breads

Basic varieties of Bread can be purchased from Bastian, though it's more affordable to purchase the ingredients and cook it yourself. Bread makes for good gifts, particularly to the Harvest God, but it's also good for quickly—and cheaply—restoring Stamina.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Bread | Flour x3 | Salt x1 | — | 3000 | Bastian 300G |
| | Great Bread | Great Flour x3 | Salt x1 | — | 4500 | Bastian 300G |
| | Black Bread | Rye Flour x3 | Salt x1 | — | 3000 | Bastian 300G |
| | Great Black Bread | Great Rye Flour x3 | Salt x1 | — | 4500 | Bastian 300G |
| | Baguette | Flour x3 | Butter x5 | Salt x1 | 4000 | Bastian: Farm to Table 1 |
| | Great Baguette | Great Flour x3 | Butter x5 | Salt x1 | 6000 | Bastian: Farm to Table 1 |
| | Blissful Bread | Blessed Flour x2 | — | — | 20,000 | Harvest God: Gift 1 or Harvest Goddess: Whimsy 1 or Gorgan: Wish 1 |

## Fruit Preserves

Strawberry Jam plays an important role in the restoration of the lighthouse but is also a favorite item of the Harvest Goddess. Keep a few Strawberry Jams on hand to gift to the Harvest Goddess as you build her affection toward you.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Apple Jam | Apple x1 | Sugar x1 | — | 500 | Bastian 300G |
| | Great Apple Jam | Great Apple x1 | Sugar x1 | — | 750 | Bastian 300G |
| | Marmalade | Orange x1 | Sugar x1 | — | 500 | Bastian 300G |
| | Great Marmalade | Great Orange x1 | Sugar x1 | — | 750 | Bastian 300G |
| | Strawberry Jam | Strawberry x1 | Sugar x1 | — | 500 | Elise teaches during Chapter 3 |
| | Great Strawberry Jam | Great Strawberry x1 | Sugar x1 | — | 750 | Elise teaches during Chapter 3 |

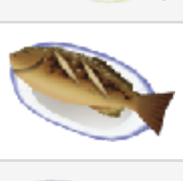
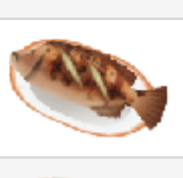
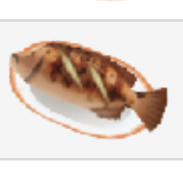
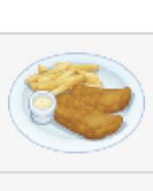
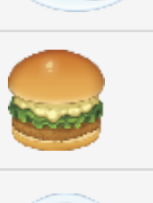
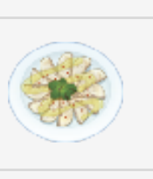
## Eggs and Dairy

A large number of dishes require Raw Eggs and Milk, and many other dishes require Cheese and Cream Cheese, making it imperative that you maintain a large supply of Eggs and Milk (and especially Candy Eggs and Chocolate Milk). Though most of these individual items don't replenish a lot of Stamina, it's worth noting that Fried Eggs replenish four times as much Stamina as a Boiled Egg, making Fried Eggs a great snack to bring on mining trips.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Mayonnaise | Egg x2 | Salt x2 | — | 500 | Bastian 300G |
| | Great Mayonnaise | Great Egg x2 | Salt x2 | — | 600 | Bastian 300G |
| | Ultimate Mayonnaise | Ultimate Egg x2 | Salt x2 | — | 650 | Bastian 300G |
| | Supreme Mayonnaise | Supreme Egg x2 | Salt x2 | — | 750 | Bastian 300G |
| | Legendary Mayonnaise | Legendary Egg x2 | Salt x2 | — | 1,000 | Bastian 300G |
| | Sweet Mayonnaise | Candy Egg x2 | Salt x2 | — | 750 | Bastian 1500 |
| | Great Sweet Mayonnaise | Great Candy Egg x2 | Salt x2 | — | 900 | Bastian 1500 |
| | Ultimate Sweet Mayonnaise | Ultimate Egg x1 | Salt x2 | — | 975 | Bastian 1500 |
| | Supreme Sweet Mayonnaise | Supreme Egg x1 | Salt x2 | — | 1125 | Bastian 1500 |
| | Legendary Sweet Mayonnaise | Legendary Egg x1 | Salt x2 | — | 1500 | Bastian 1500 |
| | Yogurt | Milk x3 | — | — | 1000 | Bastian 300G |
| | Great Yogurt | Great Milk x3 | — | — | 1200 | Bastian 300G |
| | Ultimate Yogurt | Ultimate Milk x3 | — | — | 1300 | Bastian 300G |
| | Supreme Yogurt | Supreme Milk x3 | — | — | 1500 | Bastian 300G |
| | Legendary Yogurt | Legendary Milk x3 | — | — | 2000 | Bastian 300G |
| | Chocolate Yogurt | Chocolate Milk x3 | — | — | 1500 | Bastian 1500 |
| | Great Chocolate Yogurt | Great Chocolate Milk x3 | — | — | 1800 | Bastian 1500 |
| | Ultimate Chocolate Yogurt | Ultimate Chocolate Milk x3 | — | — | 1950 | Bastian 1500 |
| | Supreme Chocolate Yogurt | Supreme Chocolate Milk x3 | — | — | 2250 | Bastian 1500 |
| | Legendary Chocolate Yogurt | Legendary Chocolate Milk x3 | — | — | 3000 | Bastian 1500 |
| | Butter | Milk x2 | Salt x1 | — | 500 | Bastian 300G |
| | Great Butter | Great Milk x2 | Salt x1 | — | 600 | Bastian 300G |
| | Ultimate Butter | Ultimate Milk x2 | Salt x1 | — | 650 | Bastian 300G |
| | Supreme Butter | Supreme Milk x2 | Salt x1 | — | 750 | Bastian 300G |
| | Legendary Butter | Legendary Milk x2 | Salt x1 | — | 1000 | Bastian 300G |
| | Chocolate Butter | Chocolate Milk x2 | Salt x1 | — | 750 | Bastian 1500 |
| | Great Chocolate Butter | Great Chocolate Milk x2 | Salt x1 | — | 900 | Bastian 1500 |
| | Ultimate Chocolate Butter | Ultimate Chocolate Milk x2 | Salt x1 | — | 975 | Bastian 1500 |
| | Supreme Chocolate Butter | Supreme Chocolate Milk x2 | Salt x1 | — | 1125 | Bastian 1500 |
| | Legendary Chocolate Butter | Legendary Chocolate Milk x2 | Salt x1 | — | 1500 | Bastian 1500 |
| | Cheese | Milk x3 | Salt x2 | — | 1000 | Bastian 300G |
| | Great Cheese | Great Milk x3 | Salt x2 | — | 1200 | Bastian 300G |
| | Ultimate Cheese | Ultimate Milk x3 | Salt x2 | — | 1300 | Bastian 300G |
| | Supreme Cheese | Supreme Milk x3 | Salt x2 | — | 1500 | Bastian 300G |
| | Legendary Cheese | Legendary Milk x3 | Salt x2 | — | 2000 | Bastian 300G |
| | Cream Cheese | Chocolate Milk x3 | Salt x2 | — | 1500 | Bastian 1500 |
| | Great Cream Cheese | Great Chocolate Milk x3 | Salt x2 | — | 1800 | Bastian 1500 |
| | Ultimate Cream Cheese | Ultimate Chocolate Milk x3 | Salt x2 | — | 1950 | Bastian 1500 |
| | Supreme Cream Cheese | Supreme Chocolate Milk x3 | Salt x2 | — | 2250 | Bastian 1500 |
| | Legendary Cream Cheese | Legendary Chocolate Milk x3 | Salt x2 | — | 3000 | Bastian 1500 |
| | Boiled Egg | Egg x1 | — | — | 500 | Bastian 300G |
| | Great Boiled Egg | Great Egg x1 | — | — | 600 | Bastian 300G |
| | Ultimate Boiled Egg | Ultimate Egg x1 | — | — | 650 | Bastian 300G |
| | Supreme Boiled Egg | Supreme Egg x1 | — | — | 750 | Bastian 300G |
| | Legendary Boiled Egg | Legendary Egg x1 | — | — | 1000 | Bastian 300G |
| | Boiled Candy Egg | Candy Egg x1 | — | — | 750 | Bastian 1500 |
| | Great Boiled Candy Egg | Great Candy Egg x1 | — | — | 900 | Bastian 1500 |
| | Ultimate Boiled Candy Egg | Ultimate Candy Egg x1 | — | — | 975 | Bastian 1500 |
| | Supreme Boiled Candy Egg | Supreme Candy Egg x1 | — | — | 1125 | Bastian 1500 |
| | Legendary Boiled Candy Egg | Legendary Candy Egg x1 | — | — | 1500 | Bastian 1500 |
| | Fried Egg | Egg x1 | — | — | 2000 | Bastian 300G |
| | Great Fried Egg | Great Egg x1 | — | — | 2400 | Bastian 300G |
| | Ultimate Fried Egg | Ultimate Egg x1 | — | — | 2600 | Bastian 300G |
| | Supreme Fried Egg | Supreme Egg x1 | — | — | 3000 | Bastian 300G |
| | Legendary Fried Egg | Legendary Egg x1 | — | — | 4000 | Bastian 300G |
| | Fried Candy Egg | Candy Egg x1 | — | — | 3000 | Bastian 1500 |
| | Great Fried Candy Egg | Great Candy Egg x1 | — | — | 3600 | Bastian 1500 |
| | Ultimate Fried Candy Egg | Ultimate Candy Egg x1 | — | — | 3900 | Bastian 1500 |
| | Supreme Fried Candy Egg | Supreme Candy Egg x1 | — | — | 4500 | Bastian 1500 |
| | Legendary Fried Candy Egg | Legendary Candy Egg x1 | — | — | 6000 | Bastian 1500 |

## Fish Dishes

Grilled Fish dishes are a great, cheap food to keep on hand, as they only cost a little bit of Salt and whatever fish you happen to have on hand. They're the most cost-efficient meals you can make. The other, more complicated dishes in this category require many more ingredients, some of which are hard to come by. Consider storing these more advanced dishes until the Fall Festival arrives, and note that villagers who list "Fish Cuisine" as a preference do not want Grilled Fish. They want a Meuniere or other specialty dish.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Grilled Rainbow Trout | Rainbow Trout x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Perch | Perch x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Yellow Perch | Yellow Perch x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Bullhead | Bullhead x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Bluegill | Bluegill x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Arowana | Arowana x1 | Salt x1 | — | 6000 | Elise, upon repairing Bastian's Restaurant |
|  | Grilled Tilapia | Tilapia x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
| | Grilled Red-Belly Tilapia | Red-Belly Tilapia x1 | Salt x1 | — | 6000 | Elise, upon repairing Bastian's Restaurant |
|  | Grilled Piranha | Piranha x1 | Salt x1 | — | 4000 | Elise, upon repairing Bastian's Restaurant |
|  | Grilled Piraya Piranha | Piraya Piranha x1 | Salt x1 | — | 6000 | Elise, upon repairing Bastian's Restaurant |
| | Meuniere | Rainbow Trout* x1 | Butter x1 | Salt x1 | 3000 | Bastian 500G |
| | Great Meuniere | Rainbow Trout* x1 | Great Butter x1 | Salt x1 | 3600 | Bastian 500G |
| | Ultimate Meuniere | Rainbow Trout* x1 | Ultimate Butter x1 | Salt x1 | 3900 | Bastian 500G |
| | Supreme Meuniere | Rainbow Trout* x1 | Supreme Butter x1 | Salt x1 | 4500 | Bastian 500G |
| | Legendary Meuniere | Rainbow Trout* x1 | Legendary Butter x1 | Salt x1 | 6000 | Bastian 500G |
| | Creamy Fish Meuniere | Rainbow Trout* x1 | Chocolate Butter x1 | Salt x1 | 4500 | Bastian 2500 |
| | Great Creamy Fish Meuniere | Rainbow Trout* x1 | Great Chocolate Butter x1 | Salt x1 | 5400 | Bastian 2500 |
| | Ultimate Creamy Fish Meuniere | Rainbow Trout* x1 | Ultimate Chocolate Butter x1 | Salt x1 | 5850 | Bastian 2500 |
| | Supreme Creamy Fish Meuniere | Rainbow Trout* x1 | Supreme Chocolate Butter x1 | Salt x1 | 6750 | Bastian 2500 |
| | Legendary Creamy Fish Meuniere | Rainbow Trout* x1 | Legendary Chocolate Butter x1 | Salt x1 | 9000 | Bastian 2500 |
| | Large Creamy Meuniere | Arapaima x1 | Chocolate Butter x1 | Salt x1 | 8,000 | Bastian 500G |
| | Great Large Creamy Meuniere | Arapaima x1 | Great Chocolate Butter x1 | Salt x1 | 9,600 | Bastian 500G |
| | Ultimate Large Creamy Meuniere | Arapaima x1 | Ultimate Chocolate Butter x1 | Salt x1 | 10,400 | Bastian 500G |
| | Supreme Large Creamy Meuniere | Arapaima x1 | Supreme Chocolate Butter x1 | Salt x1 | 12,000 | Bastian 500G |
| | Legendary Large Creamy Meuniere | Arapaima x1 | Legendary Chocolate Butter x1 | Salt x1 | 16,000 | Bastian 500G |
| | Whitefish En Croute | Tilapia* x2 | Flour x4 | Cheese x3 | 8000 | Bastian 1000 |
| | Great Whitefish En Croute | Tilapia* x2 | Flour x4 | Great Cheese x3 | 9600 | Bastian 1000 |
| | Ultimate Whitefish En Croute | Tilapia* x2 | Flour x4 | Ultimate Cheese x3 | 10,400 | Bastian 1000 |
| | Supreme Whitefish En Croute | Tilapia* x2 | Flour x4 | Supreme Cheese x3 | 12,000 | Bastian 1000 |
| | Legendary Whitefish En Croute | Tilapia* x2 | Flour x4 | Legendary Cheese x3 | 16,000 | Bastian 1000 |
| | Rainbow Trout En Croute | Rainbow Trout* x2 | Flour 4 | Cheese x3 | 8000 | Bastian: Farm to Table 2 |
| | Great Rainbow Trout En Croute | Rainbow Trout* x2 | Flour x4 | Great Cheese x3 | 9600 | Bastian: Farm to Table 2 |
| | Ultimate Rainbow Trout En Croute | Rainbow Trout* x2 | Flour x4 | Ultimate Cheese x3 | 10,400 | Bastian: Farm to Table 2 |
| | Supreme Rainbow Trout En Croute | Rainbow Trout* x2 | Flour x4 | Supreme Cheese x3 | 12,000 | Bastian: Farm to Table 2 |
| | Legendary Rainbow Trout En Croute | Rainbow Trout* x2 | Flour x4 | Legendary Cheese x3 | 16,000 | Bastian: Farm to Table 2 |
| | Trout Acqua Pazza | Rainbow Trout x3 | Tomato x10 | Orange Pepper x4 | 8000 | Bastian 1000 |
| | Great Trout Acqua Pazza | Rainbow Trout x3 | Great Tomato x10 | Great Orange Pepper x4 | 12,000 | Bastian 1000 |
| | Tilapia All'acqua Pazza | Tilapia (or Red-Belly Tilapia) x3 | Tomato x10 | Asparagus x3 | 8000 | Bastian 1000 |
| | Great Tilapia All'acqua Pazza | Tilapia (or Red-Belly Tilapia) x3 | Great Tomato x10 | Great Asparagus x3 | 12,000 | Bastian 1000 |
| | Whitefish Cheese Pastry | Tilapia* x2 | Flour x4 | Cream Cheese x3 | 12,000 | Bastian 5000 |
| | Great Whitefish Cheese Pastry | Tilapia* x2 | Flour x4 | Great Cream Cheese x3 | 14,400 | Bastian 5000 |
| | Ultimate Whitefish Cheese Pastry | Tilapia* x2 | Flour x4 | Ultimate Cream Cheese x3 | 15,600 | Bastian 5000 |
| | Supreme Whitefish Cheese Pastry | Tilapia* x2 | Flour x4 | Supreme Cream Cheese x3 | 18,000 | Bastian 5000 |
| | Legendary Whitefish Cheese Pastry | Tilapia* x2 | Flour x4 | Legendary Cream Cheese x3 | 24,000 | Bastian 5000 |
| | Rainbow Trout Pastry | Rainbow Trout x2 | Flour x4 | Cream Cheese x3 | 12,000 | Bastian 5000 |
| | Great Rainbow Trout Pastry | Rainbow Trout x2 | Flour x4 | Great Cream Cheese x3 | 14,400 | Bastian 5000 |
| | Ultimate Rainbow Trout Pastry | Rainbow Trout x2 | Flour x4 | Ultimate Cream Cheese x3 | 15,600 | Bastian 5000 |
| | Supreme Rainbow Trout Pastry | Rainbow Trout x2 | Flour x4 | Supreme Cream Cheese x3 | 18,000 | Bastian 5000 |
| | Legendary Rainbow Trout Pastry | Rainbow Trout x2 | Flour x4 | Legendary Cream Cheese x3 | 24,000 | Bastian 5000 |
|  | Fish & Chips | Cod x2 | Potato x5 | Salt x4 | 8000 | Elise: Cuisine |
| | Great Fish & Chips | Cod x2 | Great Potato x5 | Salt x4 | 12,000 | Elise: Cuisine |
|  | Fish Burger | Cod* x2 | Tomato x10 | Flour x4 | 6000 | Elise: Cuisine |
| | Great Fish Burger | Cod* x2 | Tomato x10 | Flour x4 | 9000 | Elise: Cuisine |
|  | Whitefish Carpaccio | Cod* x2 | Orange Pepper x4 | Asparagus x3 | 8000 | Bastian 1000 |
| | Great Whitefish Carpaccio | Cod* x2 | Great Orange Pepper x4 | Asparagus x3 | 12,000 | Bastian 1000 |
| | Tuna Carpaccio | Tuna x1 | Tomato x4 | Broccoli x4 | 8000 | Bastian: Farm to Table 8 |
| | Great Tuna Carpaccio | Tuna x1 | Great Tomato x4 | Great Broccoli x4 | 12,000 | Bastian: Farm to Table 8 |

## Desserts

These dishes make for great entries into Cooking Contests, as they're not too tricky to create. Blueberries are particularly easy to amass a large quantity of, and Butter can be made quite easily once your cows are mature. Desserts are great gifts for those villagers who prefer "Sweets."

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Blueberry Pie | Blueberry x10 | Flour x3 | Butter x2 | 8000 | Bastian 1000 |
| | Great Blueberry Pie | Blueberry x10 | Flour x3 | Great Butter x2 | 9600 | Bastian 1000 |
| | Ultimate Blueberry Pie | Blueberry x10 | Flour x3 | Ultimate Butter x2 | 10,400 | Bastian 1000 |
| | Supreme Blueberry Pie | Blueberry x10 | Flour x3 | Supreme Butter x2 | 12,000 | Bastian 1000 |
| | Legendary Blueberry Pie | Blueberry x10 | Flour x3 | Legendary Butter x2 | 16,000 | Bastian 1000 |
| | Cranberry Pie | Cranberry x10 | Flour x3 | Butter x2 | 8000 | Bastian 1000 |
| | Great Cranberry Pie | Cranberry x10 | Flour x3 | Great Butter x2 | 9600 | Bastian 1000 |
| | Ultimate Cranberry Pie | Cranberry x10 | Flour x3 | Ultimate Butter x2 | 10,400 | Bastian 1000 |
| | Supreme Cranberry Pie | Cranberry x10 | Flour x3 | Supreme Butter x2 | 12,000 | Bastian 1000 |
| | Legendary Cranberry Pie | Cranberry x10 | Flour x3 | Legendary Butter x2 | 16,000 | Bastian 1000 |
| | Peach Pie | Peach x3 | Flour x3 | Butter x2 | 8000 | Elise: Cuisine |
| | Great Peach Pie | Peach x3 | Flour x3 | Great Butter x2 | 9600 | Elise: Cuisine |
| | Ultimate Peach Pie | Peach x3 | Flour x3 | Ultimate Butter x2 | 10,400 | Elise: Cuisine |
| | Supreme Peach Pie | Peach x3 | Flour x3 | Supreme Butter x2 | 12,000 | Elise: Cuisine |
| | Legendary Peach Pie | Peach x3 | Flour x3 | Legendary Butter x2 | 16,000 | Elise: Cuisine |
| | No-Bake Cheesecake | Cheese x6 | Flour x2 | Sugar x10 | 6000 | Elise: Cuisine |
| | Great No-Bake Cheesecake | Great Cheese x6 | Flour x2 | Sugar x10 | 7200 | Elise: Cuisine |
| | Ultimate No-Bake Cheesecake | Ultimate Cheese x6 | Flour x2 | Sugar x10 | 7800 | Elise: Cuisine |
| | Supreme No-Bake Cheesecake | Supreme Cheese x6 | Flour x2 | Sugar x10 | 9000 | Elise: Cuisine |
| | Legendary No-Bake Cheesecake | Legendary Cheese x6 | Flour x2 | Sugar x10 | 12,000 | Elise: Cuisine |
| | Fluffy Cheesecake | Cream Cheese x6 | Flour x2 | Sugar x10 | 9000 | Bastian 5000 |
| | Great Fluffy Cheesecake | Great Cream Cheese x6 | Flour x2 | Sugar x10 | 10,800 | Bastian 5000 |
| | Ultimate Fluffy Cheesecake | Ultimate Cream Cheese x6 | Flour x2 | Sugar x10 | 11,700 | Bastian 5000 |
| | Supreme Fluffy Cheesecake | Supreme Cream Cheese x6 | Flour x2 | Sugar x10 | 13,500 | Bastian 5000 |
| | Legendary Fluffy Cheesecake | Legendary Cream Cheese x6 | Flour x2 | Sugar x10 | 18,000 | Bastian 5000 |
| | Strawberry Mille-Feuille | Strawberry x6 | Flour x10 | Sugar x10 | 6000 | Elise: Cuisine |
| | Great Strawberry Mille-Feuille | Great Strawberry x6 | Flour x10 | Sugar x10 | 9000 | Elise: Cuisine |
| | Strawberry Cake | Strawberry x5 | Flour x4 | Sugar x5 | 6000 | Bastian 500G |
| | Great Strawberry Cake | Great Strawberry x5 | Flour x4 | Sugar x5 | 9000 | Bastian 500G |
| | Watermelon Cake | Watermelon x2 | Flour x4 | Sugar x5 | 6000 | Bastian 500G |
| | Great Watermelon Cake | Great Watermelon x2 | Flour x4 | Sugar x5 | 9000 | Bastian 500G |
| | Mixed Berry Cake | Blueberry x10 | Cranberry x10 | Sugar x5 | 8000 | Elise: Cuisine |
| | Great Mixed Berry Cake | Great Blueberry x10 | Great Cranberry x10 | Sugar x5 | 12000 | Elise: Cuisine |
| | Blueberry Chocolate Pie | Blueberry x10 | Flour x3 | Chocolate Milk x4 | 12,000 | Bastian 5000 |
| | Great Blueberry Chocolate Pie | Blueberry x10 | Flour x3 | Great Chocolate Milk x4 | 14,400 | Bastian 5000 |
| | Ultimate Blueberry Chocolate Pie | Blueberry x10 | Flour x3 | Ultimate Chocolate Milk x4 | 15,600 | Bastian 5000 |
| | Supreme Blueberry Chocolate Pie | Blueberry x10 | Flour x3 | Superior Chocolate Milk x4 | 18,000 | Bastian 5000 |
| | Legendary Blueberry Chocolate Pie | Blueberry x10 | Flour x3 | Legendary Chocolate Milk x4 | 24,000 | Bastian 5000 |
| | Cranberry Chocolate Pie | Cranberry x10 | Flour x3 | Chocolate Milk x4 | 12,000 | Bastian 5000 |
| | Great Cranberry Chocolate Pie | Cranberry x10 | Flour x3 | Great Chocolate Milk x4 | 14,400 | Bastian 5000 |
| | Ultimate Cranberry Chocolate Pie | Cranberry x10 | Flour x3 | Ultimate Chocolate Milk x4 | 15,600 | Bastian 5000 |
| | Supreme Cranberry Chocolate Pie | Cranberry x10 | Flour x3 | Superior Chocolate Milk x4 | 18,000 | Bastian 5000 |
| | Legendary Cranberry Chocolate Pie | Cranberry x10 | Flour x3 | Legendary Chocolate Milk x4 | 24,000 | Bastian 5000 |
| | Peach Chocolate Pie | Peach x3 | Flour x3 | Chocolate Milk x4 | 12,000 | Bastian 5000 |
| | Great Peach Chocolate Pie | Peach x3 | Flour x3 | Great Chocolate Milk x4 | 14,400 | Bastian 5000 |
| | Ultimate Peach Chocolate Pie | Peach x3 | Flour x3 | Ultimate Chocolate Milk x4 | 15,600 | Bastian 5000 |
| | Supreme Peach Chocolate Pie | Peach x3 | Flour x3 | Superior Chocolate Milk x4 | 18,000 | Bastian 5000 |
| | Legendary Peach Chocolate Pie | Peach x3 | Flour x3 | Legendary Chocolate Milk x4 | 24,000 | Bastian 5000 |

## Gratin

Gratins require a wealth of dairy and Wheat product to make but pack a large amount of Stamina. Aside from the basic Gratin requested by villagers, these dishes are best saved for later in your life on the farm, as the volume of specialty Wheat and high-quality Cheese and Milk takes time to amass.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Gratin | Cheese x5 | Milk x2 | Durum Wheat Flour x3 | 6000 | Bastian 500G |
| | Great Gratin | Great Cheese x5 | Great Milk x2 | Durum Wheat Flour x3 | 7200 | Bastian 500G |
| | Ultimate Gratin | Ultimate Cheese x5 | Ultimate Milk x2 | Durum Wheat Flour x3 | 7800 | Bastian 500G |
| | Supreme Gratin | Supreme Cheese x5 | Supreme Milk x2 | Durum Wheat Flour x3 | 9000 | Bastian 500G |
| | Legendary Gratin | Legendary Cheese x5 | Legendary Milk x2 | Durum Wheat Flour x3 | 12,000 | Bastian 500G |
| | Cream Gratin | Cream Cheese x5 | Onion x4 | Durum Wheat Flour x3 | 9000 | Bastian 2500G |
| | Great Cream Gratin | Great Cream Cheese x5 | Onion x4 | Durum Wheat Flour x3 | 10,800 | Bastian 2500G |
| | Ultimate Cream Gratin | Ultimate Cream Cheese x5 | Onion x4 | Durum Wheat Flour x3 | 11,700 | Bastian 2500G |
| | Supreme Cream Gratin | Supreme Cream Cheese x5 | Onion x4 | Durum Wheat Flour x3 | 13,500 | Bastian 2500G |
| | Legendary Cream Gratin | Legendary Cream Cheese x5 | Onion x4 | Durum Wheat Flour x3 | 18,000 | Bastian 2500G |

## Pizza

You can buy many of the ingredients needed to make basic Pizzas from Bastian once you grow some Tomatoes, but you need to collect a lot of high-quality Cheese and Cream Cheese to make the more valuable versions of these recipes.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Pizza Toast | Bread x4 | Cheese x2 | Tomato x3 | 6000 | Bastian 500G |
| | Great Pizza Toast | Bread x4 | Great Cheese x2 | Tomato x3 | 7200 | Bastian 500G |
| | Ultimate Pizza Toast | Bread x4 | Ultimate Cheese x2 | Tomato x3 | 7800 | Bastian 500G |
| | Supreme Pizza Toast | Bread x4 | Supreme Cheese x2 | Tomato x3 | 9000 | Bastian 500G |
| | Legendary Pizza Toast | Bread x4 | Legendary Cheese x2 | Tomato x3 | 12,000 | Bastian 500G |
| | Creamy Pizza Toast | Bread x4 | Cream Cheese x2 | Tomato x3 | 9000 | Bastian 2500G |
| | Great Creamy Pizza Toast | Bread x4 | Great Cream Cheese x2 | Tomato x3 | 10,800 | Bastian 2500G |
| | Ultimate Creamy Pizza Toast | Bread x4 | Ultimate Cream Cheese x2 | Tomato x3 | 11,700 | Bastian 2500G |
| | Supreme Creamy Pizza Toast | Bread x4 | Supreme Cream Cheese x2 | Tomato x3 | 13,500 | Bastian 2500G |
| | Legendary Creamy Pizza Toast | Bread x4 | Legendary Cream Cheese x2 | Tomato x3 | 18,000 | Bastian 2500G |
| | Margherita Pizza | Cheese x3 | Tomato x3 | Flour x7 | 6000 | Bastian: Farm to Table 4 |
| | Great Margherita Pizza | Great Cheese x3 | Tomato x3 | Flour x7 | 7200 | Bastian: Farm to Table 4 |
| | Ultimate Margherita Pizza | Ultimate Cheese x3 | Tomato x3 | Flour x7 | 7800 | Bastian: Farm to Table 4 |
| | Supreme Margherita Pizza | Supreme Cheese x3 | Tomato x3 | Flour x7 | 9000 | Bastian: Farm to Table 4 |
| | Legendary Margherita Pizza | Legendary Cheese x3 | Tomato x3 | Flour x7 | 12,000 | Bastian: Farm to Table 4 |
| | Creamy Margherita Pizza | Cream Cheese x3 | Tomato x3 | Flour x7 | 9000 | Bastian 5000G |
| | Great Creamy Margherita Pizza | Great Cream Cheese x3 | Tomato x3 | Flour x7 | 10,800 | Bastian 5000G |
| | Ultimate Creamy Margherita Pizza | Ultimate Cream Cheese x3 | Tomato x3 | Flour x7 | 11,700 | Bastian 5000G |
| | Supreme Creamy Margherita Pizza | Supreme Cream Cheese x3 | Tomato x3 | Flour x7 | 13,500 | Bastian 5000G |
| | Legendary Creamy Margherita Pizza | Legendary Cream Cheese x3 | Tomato x3 | Flour x7 | 18,000 | Bastian 5000G |

## Soups and Dips

These dishes require a large number of vegetables and fruits, so stockpile the crops you harvest in order to make them. Several of the recipes aren't accessible for quite some time, but you'll be sure to please some villagers with them as gifts.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Tomato Gazpacho | Tomato x10 | Onion x4 | Salt x3 | 6000 | Bastian 1000G |
| | Great Tomato Gazpacho | Great Tomato x10 | Great Onion x4 | Salt x3 | 9000 | Bastian 1000G |
| | Watermelon Gazpacho | Watermelon x2 | Tomato x10 | Salt x3 | 6000 | Bastian 1000G |
| | Great Watermelon Gazpacho | Great Watermelon x2 | Great Tomato x10 | Salt x3 | 9000 | Bastian 1000G |
| | Vichyssoise | Potato x10 | Butter x3 | Salt x3 | 6000 | Bastian: Farm to Table 5 |
| | Great Vichyssoise | Great Potato x10 | Butter x3 | Salt x3 | 9000 | Bastian: Farm to Table 5 |
| | Bagna Cauda | Orange Pepper x3 | Asparagus x3 | Celery x3 | 6000 | Bastian: Farm to Table 7 |
| | Great Bagna Cauda | Great Orange Pepper x3 | Great Asparagus x3 | Great Celery x3 | 9000 | Bastian: Farm to Table 7 |
| | Pumpkin Potage | Pumpkin x5 | Salt x1 | Butter x4 | 4000 | Elise: Cuisine 5 |
| | Great Pumpkin Potage | Great Pumpkin x5 | Salt x1 | Butter x4 | 6000 | Elise: Cuisine 5 |

## Pasta Dishes

The basic Napolitan is the perfect recipe for those requesting Pasta dishes, though it requires a number of Tomatoes and Durum Wheat. Most Tomato-based recipes require a sizable number of Tomatoes, so plant a lot of them whenever you buy seeds.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Napolitan | Tomato x10 | Green Pepper x4 | Durum Wheat Flour x5 | 6000 | Elise: Cuisine 4 |
| | Great Napolitan | Great Tomato x10 | Great Green Pepper x4 | Great Durum Wheat Flour x5 | 9000 | Elise: Cuisine 4 |
| | Trout Cream Pasta | Rainbow Trout x3 | Milk x4 | Durum Wheat Flour x5 | 8000 | Bastian: Farm to Table 6 |
| | Great Trout Cream Pasta | Rainbow Trout x3 | Milk x4 | Great Durum Wheat Flour x5 | 12,000 | Bastian: Farm to Table 6 |

## Drinks

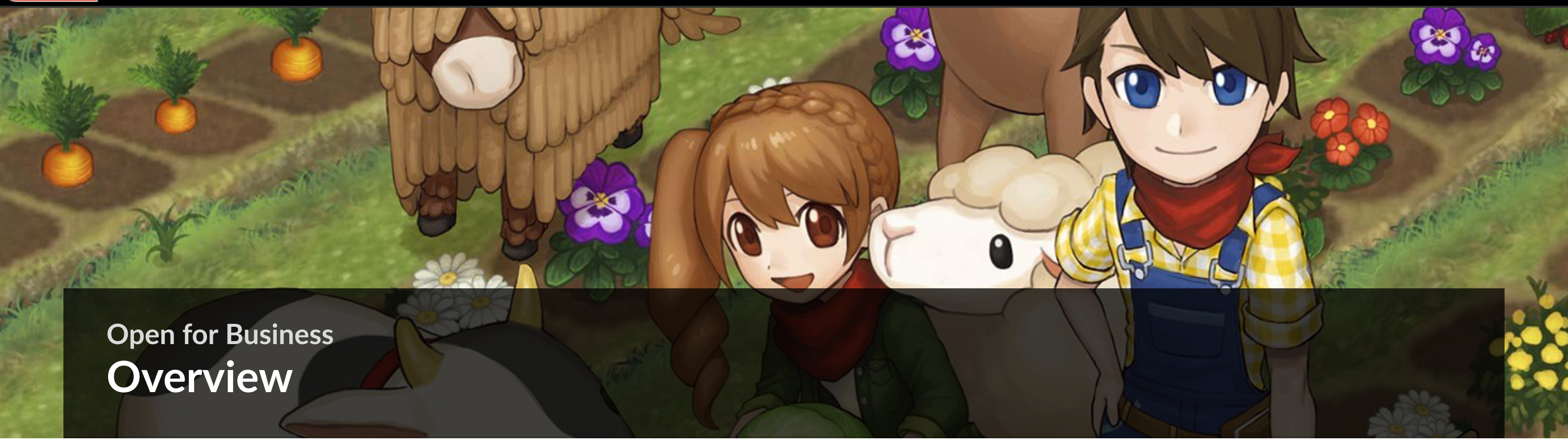
Each of these drinks can be purchased in the summer from Nova's Shop by the Sea, but you must acquire the recipes from Elise and Bastian to make them on your own. Of these, Watermelon Punch is possibly one of the easiest to make, as well as the one offering the most Stamina replenishment. Blueberry Juice and Cranberry Juice require a variety of mutated Blueberry crops.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Watermelon Punch | Watermelon x2 | Orange x3 | Peach x3 | 8000 | Elise: Cuisine 10 |
| | Great Watermelon Punch | Great Watermelon x2 | Orange x3 | Peach x3 | 12,000 | Elise: Cuisine 10 |
| | Mixed Juice | Apple x3 | Orange x3 | Strawberry x4 | 4000 | Bastian 300G |
| | Great Mixed Juice | Great Apple x3 | Orange x3 | Strawberry x4 | 6000 | Bastian 300G |
| | Blueberry Juice | Blueberry x10 | Cranberry x10 | Blackcurrant x10 | 4000 | Bastian 300G |
| | Great Blueberry Juice | Great Blueberry x10 | Great Cranberry x10 | Great Blackcurrant x10 | 6000 | Bastian 300G |
| | Cranberry Juice | Cranberry x10 | Gooseberry x10 | Strawberry x4 | 4000 | Bastian 300G |
| | Great Cranberry Juice | Great Cranberry x10 | Great Gooseberry x10 | Great Strawberry x4 | 6000 | Bastian 300G |
| | Green Smoothie | Spinach x7 | Celery x4 | Apple x4 | 4000 | Elise: Cuisine 6 |
| | Great Green Smoothie | Great Spinach x7 | Great Celery x4 | Apple x4 | 6000 | Elise: Cuisine 6 |
| | Tomato Juice | Tomato x10 | Salt x2 | Hot Pepper x1 | 4000 | Bastian 300G |
| | Great Tomato Juice | Great Tomato x10 | Salt x2 | Great Hot Pepper x1 | 6000 | Bastian 300G |

## Salads

Never underestimate the simple combination of dairy and vegetables. These recipes may not resemble the salads you make at home, but they're both relatively easy to create and offer a substantial Stamina boost.

| Dish | Recipe | Ingredient #1 | Ingredient #2 | Ingredient #3 | Stamina | Recipe Source |
|---|---|---|---|---|---|---|
| | Potato Salad | Potato x3 | Carrot x2 | Boiled Egg x2 | 6000 | Bastian: Farm to Table 3 |
| | Great Potato Salad | Great Potato x3 | Great Carrot x2 | Boiled Egg x2 | 9000 | Bastian: Farm to Table 3 |
| | Green Salad | Asparagus x3 | Broccoli x4 | Mayonnaise x1 | 6000 | Bastian 500G |
| | Great Green Salad | Great Asparagus x3 | Great Broccoli x4 | Mayonnaise x1 | 9000 | Bastian 500G |



Open for Business

# Overview

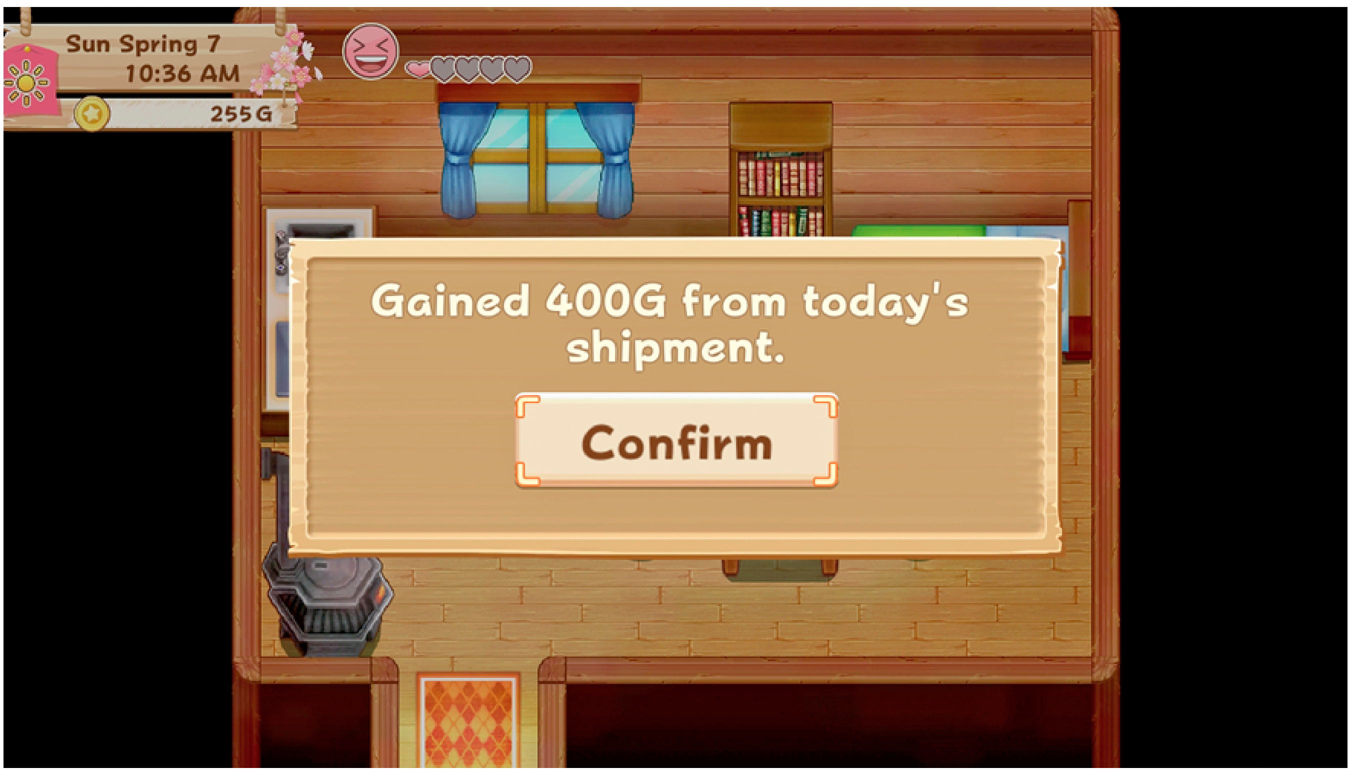
No town would be complete without a thriving community square lined with businesses aiming to serve the needs of the townsfolk, and Beacon Town is no exception. Nearly every residence on the island also serves as a business of sorts, from a general store to a flower shop to various fortune-tellers and inventors. Whether you're looking for store hours, location, or a list of each proprietor's goods, you've come to the right spot.

## Shopping Guide

There are a number of stores in Beacon Town, many of which both buy and sell items from you, so long as the items fall within their area of expertise. We also list Gareth's and Tabitha's fortune-telling here, although they provide their services for free.

### Shipping Bins

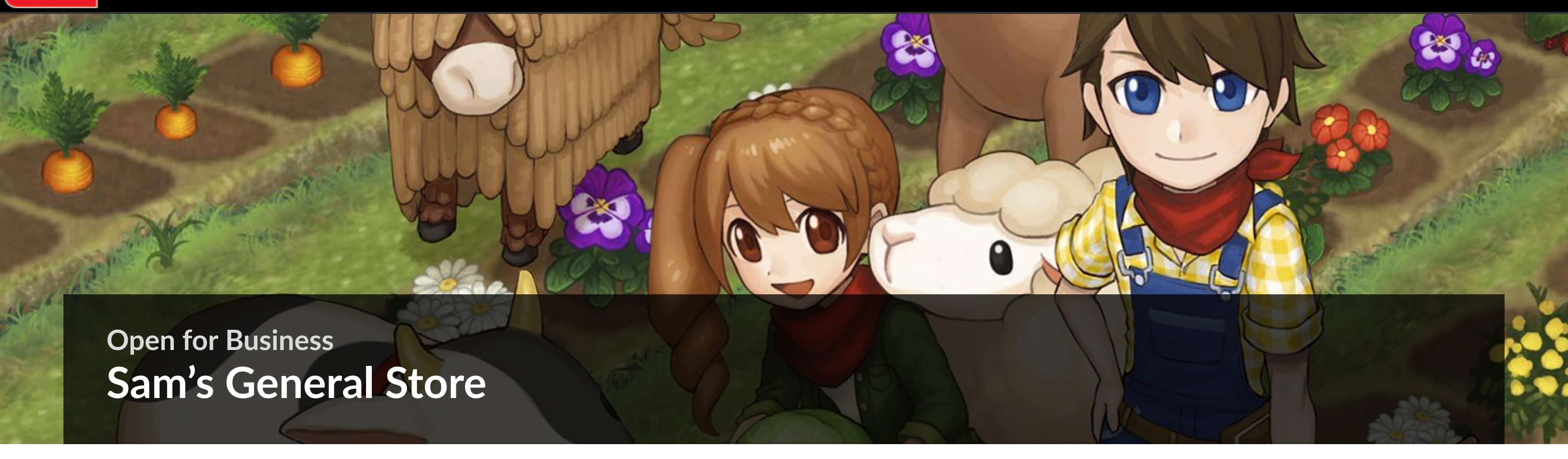
There are three Shipping Bins on the island that you can deposit your crops, gems, and other items into for sale. Money is deposited into your account overnight, at the same price that Sam would pay. Though this is useful on Sundays or when you aren't in need of money in a hurry, we recommend selling to Sam for the instant infusion of cash.



Gained 400G from today's shipment.

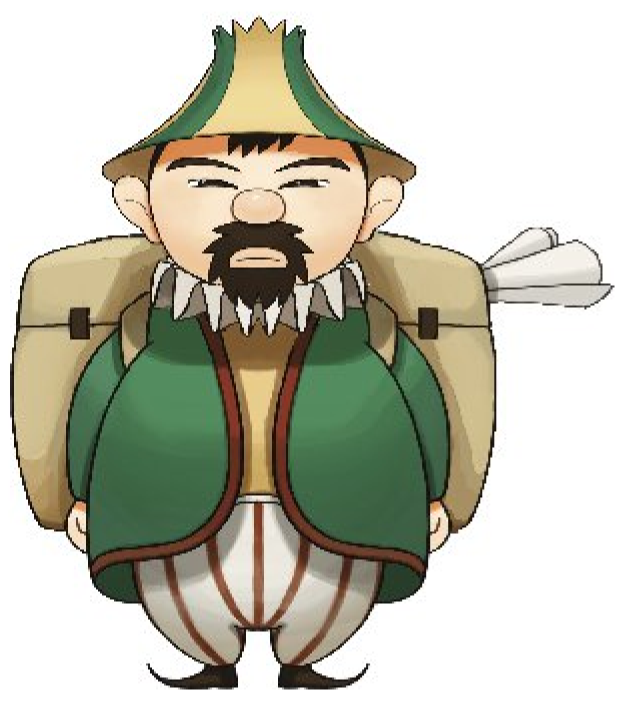
### Store Hours and Locations

| Store | Location | Hours | Days | Note |
|---|---|---|---|---|
| Sam's General Store | Town | 6:00 a.m. to 8:00 p.m. | Monday–Saturday | Sells crop seeds and miscellany.<br>Sam's location varies by day:Farm (Monday, Friday)Town (Tuesday, Thursday)Mountain (Wednesday, Saturday) |
| Carol's Flowers | Town | 10:00 a.m. to 8:00 p.m. | Monday–Saturday | Sells flower seeds and Fertilizers. |
| Gus's Smithy | Mountain | 6:00 a.m. to 6:00 p.m. | Monday–Saturday | Sells tool upgrades and processes ore. |
| Doc's Architects | Mountain | 10:00 a.m. to 3:00 p.m. | Monday–Saturday (Closed from 12:00AM to 2:00PM on Tuesday) | Sells building upgrades and fences. |
| Sofia's Livestock | Mountain | 6:00 a.m. to 4:00 p.m. | Monday–Saturday | Sells animals, medicine, and feed. |
| Bastian's Restaurant | Town | 10:00 a.m. to 8:00 p.m. | Monday–Saturday | Sells ingredients and recipes. |
| Nova's Shop by the Sea | Beach | 8:00 a.m. to 4:00 p.m. | Tuesday–Sunday | Only open in the summer. |
| Edmond's Fortune-Telling | Mountain | 5:00 p.m. to 9:00 p.m | Monday–Sunday | Guides you in your quest to restore the lighthouse. |
| Gareth's Fortune-Telling | Town | 5:00 p.m. to 9:00 p.m. | Tuesday, Thursday, Saturday | Predicts the future for free. |
| Tabitha's Fortune-Telling | Town | 5:00 p.m. to 9:00 p.m. | Monday, Wednesday, Friday | Reveals likes and dislikes of townsfolk. |



Open for Business

# Sam's General Store



The crafty traveling salesman, Sam, operates out of his home in Beacon Town, but often takes his wares with him on the road. Depending on the day of the week, he can be found in town, standing outside Gus's Smithy at the mountain, or near the western edge of your farm.

Tue Summer 14
2:32 PM
3,940 G

Sam

Vegetables have different levels of difficulty. I'll buy those difficult vegetables for a higher price!

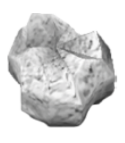
Sam doesn't offer the best prices—and his stock is pretty limited—but he buys anything you care to sell him, from gems to crops to fish and fur. You'll no doubt make numerous trips between Gus and Sam as you process ore into gems and gems into money. It's also worth noting that Sam will buy all of the fish you catch, including the inedible varieties that Bastian doesn't purchase.

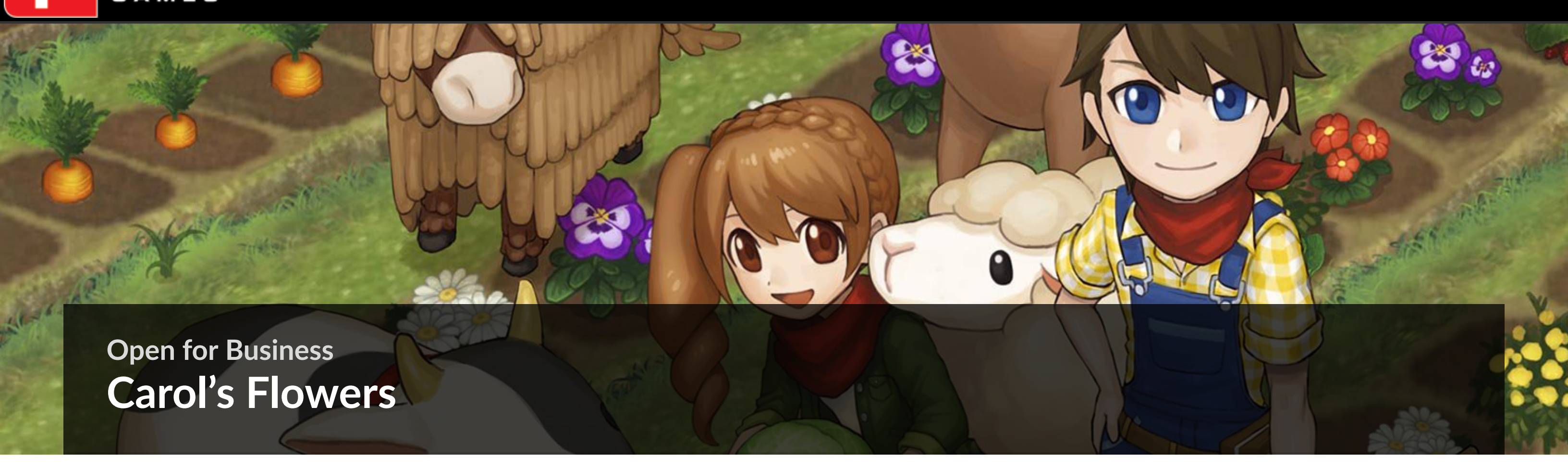
### Mutated Crops for Sam

Always sell your mutated crops to Sam to gradually unlock the seeds. Sam typically needs to buy ten, twenty, or fifty pieces of a mutated crop variety in order to add the seeds to his inventory. Continue selling him the mutated crops until you see the corresponding seeds in his goods list. Check out the **Farmer's Handbook** chapter for details on the cost and unlocking requirements for mutated seeds.

Aside from selling Sam your gems, the main reason to shop at Sam's General Store is to purchase seeds. As the seasons advance and you interact with him more and more (and complete his requests), additional seeds for the basic crop varieties get added to his store. Come winter you should be able to purchase each of the items listed here. Seeds are sold individually.

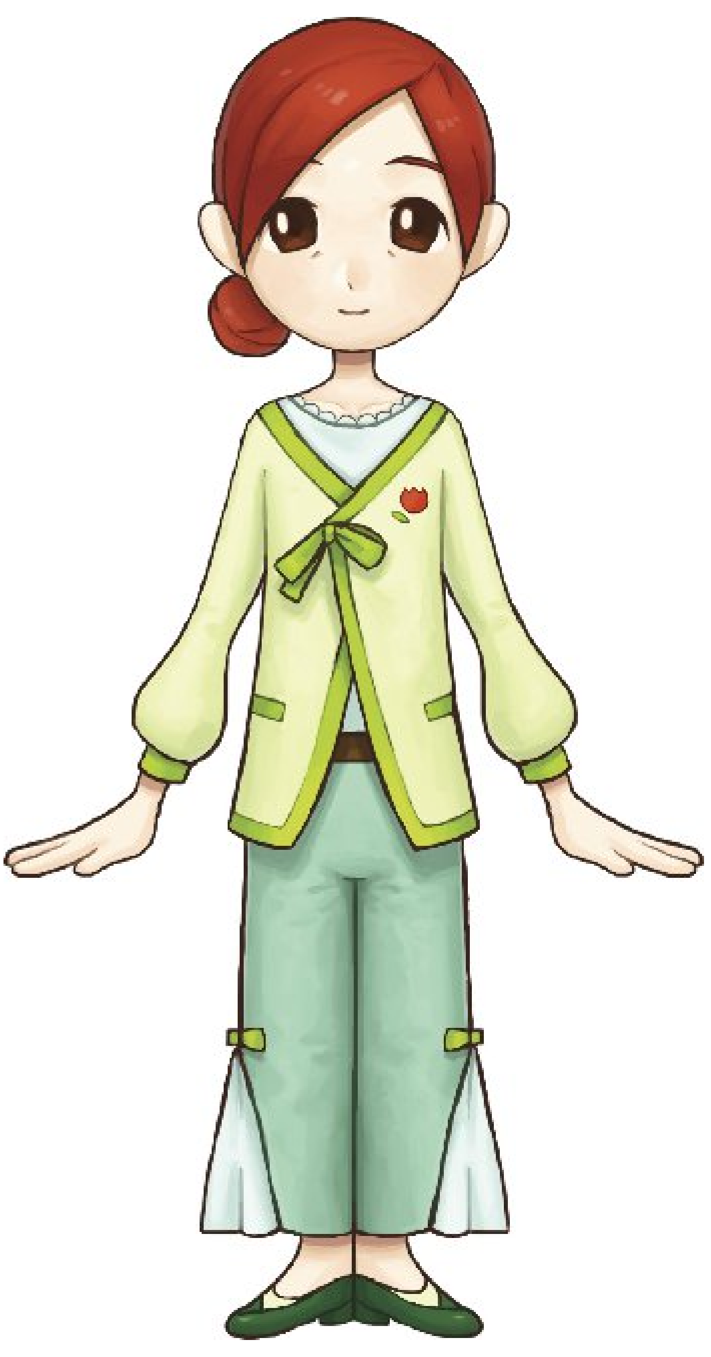
### Sam's General Store: Inventory (not including mutated crop seeds)

| Item | Name | Price (G) |
|---|---|---|
| | Cabbage Seeds | 20 |
| | Celery Seeds | 20 |
| | Onion Seeds | 30 |
| | Strawberry Seeds | 20 |
| | Tomato Seeds | 30 |
| | Corn Seeds | 20 |
| | Green Pepper Seeds | 20 |
| | Wheat Seeds | 20 |
| | Hot Pepper Seeds | 20 |
| | Potato Seeds | 20 |
| | Carrot Seeds | 20 |
| | Pumpkin Seeds | 20 |
| | Spinach Seeds | 20 |
| | Broccoli Seeds | 20 |
| | Blueberry Seeds | 30 |
| | Watermelon Seeds | 50 |
| | Asparagus Seeds | 30 |
| | Grass Seeds | 10 |
| | Grapefruit Sprout | 2,000 |
| | Peach Sprout | 3,000 |
| | Apple Sprout | 3,000 |
| | Orange Sprout | 3,000 |
| | Leafy Tree Sprout | 500 |
| | Cone Tree Sprout | 500 |
| | Regular Bait | 10 |
| | Softwood Lumber | 200 |
|  | Stone | 100 |



Open for Business

## Carol's Flowers



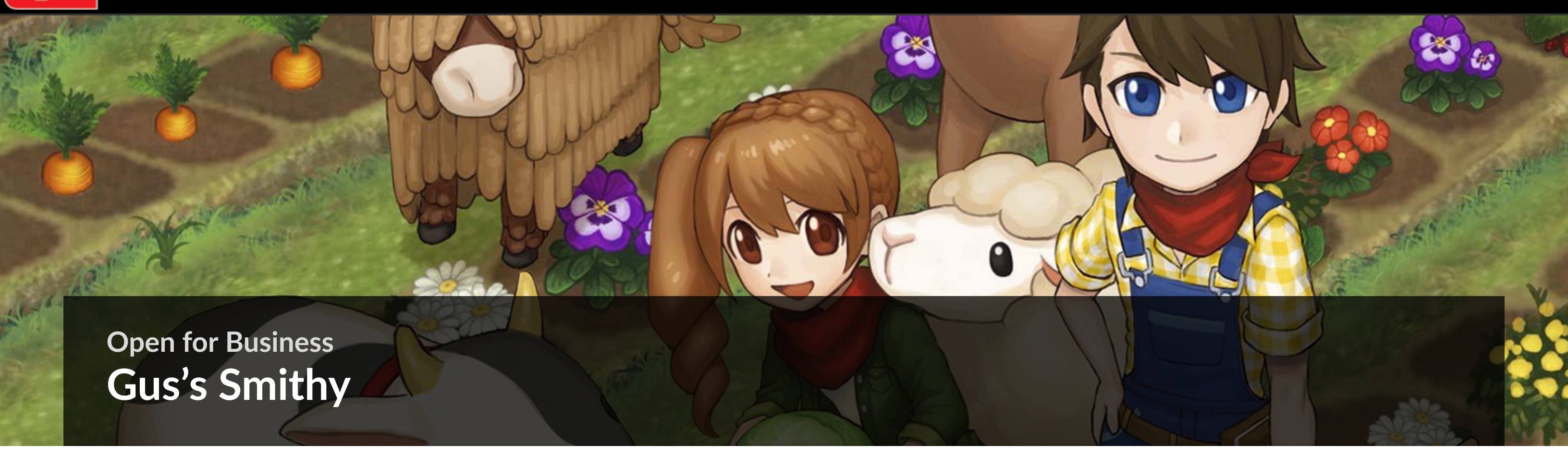
Located right on the town square, Carol's Flowers, operated by Carol and her son Dean, serves as a floral specialty shop. Carol stocks a variety of flower seeds, Fertilizers, and other agricultural products like Growth Promoters and Herbicide.

Carol pays 50 percent more for your flowers than Sam, making flower cultivation a feasible way to earn money with very little work. Similarly, selling her large quantities of mutated flowers enables her to eventually stock the seeds.

Carol's supply of flower seeds increases throughout the year, as the seasons change and you complete her requests. Additionally, completing requests for Dean, her flower-loving son, unlocks new Fertilizers. Each time you learn a Fertilizer Recipe Set from Dean, rest assured that the basic formulas of those same new Fertilizer varieties are available for sale at Carol's Flowers (though they're quite expensive).

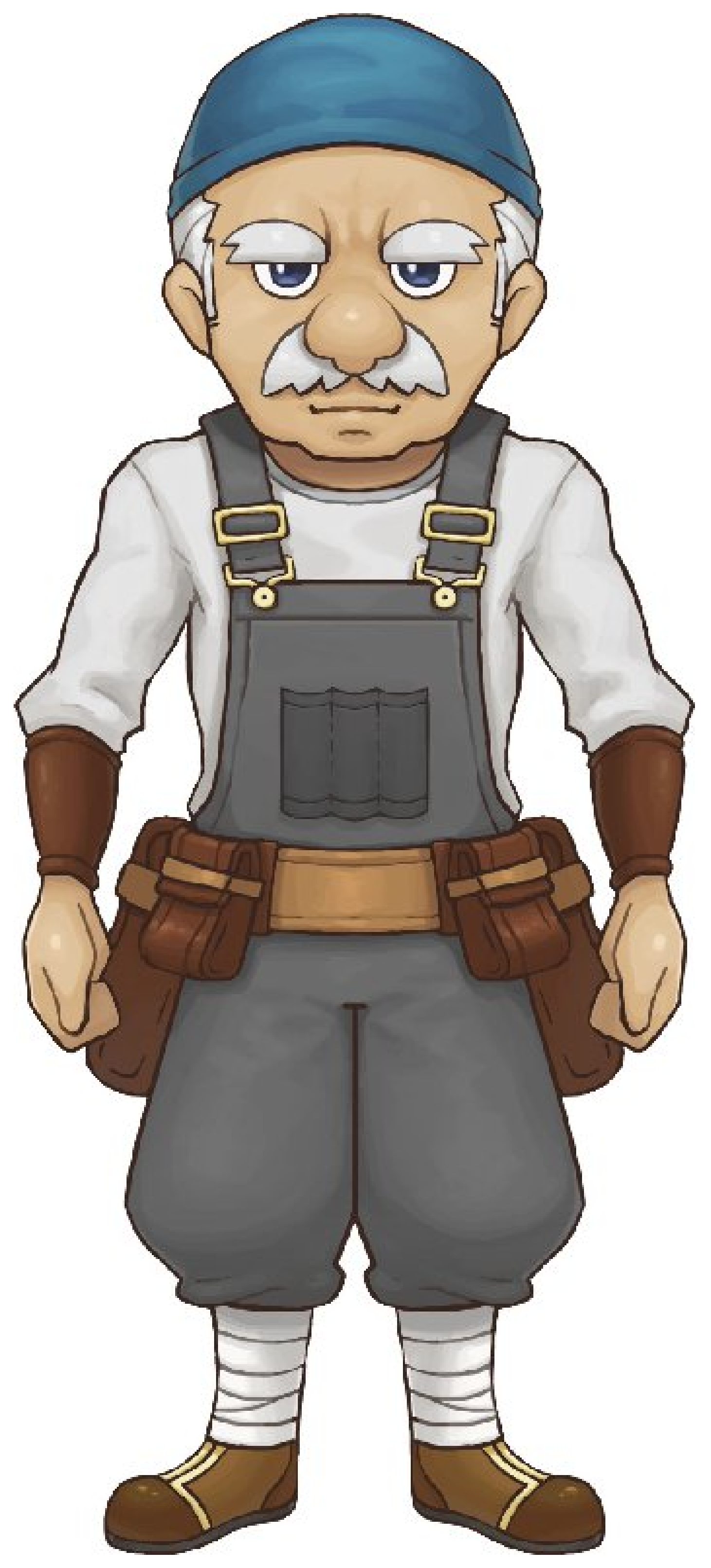
### Carol's Flowers: Inventory (not including mutated flower seeds)

| Item | Name | Price (G) |
|---|---|---|
| | Marguerite Seeds | 20 |
| | Tulip Seeds | 30 |
| | Pink Rose Seeds | 80 |
| | Sunflower Seeds | 20 |
| | Pink Dahlia Seeds | 50 |
| | Red Rose Seeds | 80 |
| | Cosmos Seeds | 30 |
| | Carnation Seeds | 40 |
| | White Rose Seeds | 80 |
| | Pink Pansy Seeds | 30 |
| | Blue Rose Seeds | 80 |
| | Fertilizer | 50 |
| | Berry Blend | 200 |
| | Tomato Blend | 300 |
| | Corn Blend | 100 |
| | Cabbage Blend | 200 |
| | Celery Blend | 300 |
| | Onion Blend | 300 |
| | Pepper Blend | 100 |
| | Wheat Blend | 100 |
| | Melon Blend | 1,000 |
| | Asparagus Blend | 500 |
| | Potato Blend | 400 |
| | Carrot Blend | 300 |
| | Pumpkin Blend | 500 |
| | Spinach Blend | 200 |
| | Broccoli Blend | 300 |
| | Retention Agent | 500 |
| | Growth Promoter | 1,000 |
| | Herbicide | 100 |

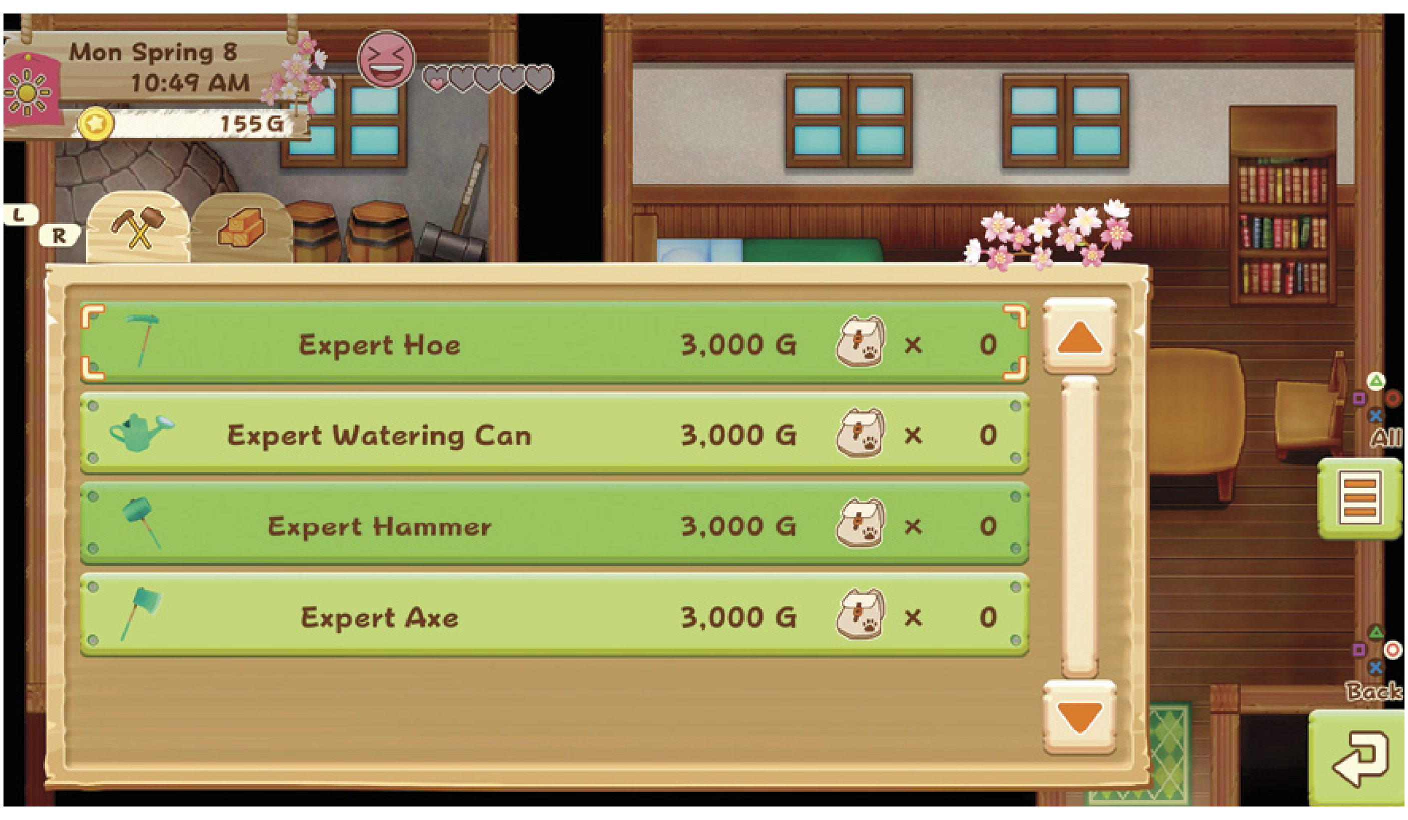


Open for Business

# Gus's Smithy



Gus's Smithy, located not far from the mine in the mountain, is where you head to process ore into building materials, metals, and gems. Gus is also skilled with an anvil and can upgrade your tools for a substantial cost. Gus doesn't buy anything from you —he's not even a fan of gems—and he doesn't sell any items that can be sold, but you should visit him each and every time you exit the mine.



Mon Spring 8
10:49 AM
155 G

| | | |
|---|---|---|
| Expert Hoe | 3,000 G | × 0 |
| Expert Watering Can | 3,000 G | × 0 |
| Expert Hammer | 3,000 G | × 0 |
| Expert Axe | 3,000 G | × 0 |

As discussed in the **Mining for Profit** chapter, the single best way to make money in *Harvest Moon: Light of Hope* is by mining. Take your piles of ore to Gus, pay him to process them into valuable metals and gems, and sell the gems to Sam for mass riches.

### Ignore His Old Tales

Gus occasionally whispers about a mythical tool that waters the soil as it hoes. This is only a legend; the tool doesn't exist.

The following tables detail each of the tool upgrades available at Gus's Smithy. We recommend upgrading the Axe, Hammer, and Hoe first. The Expert Axe allows you to chop Hardwood Lumber, and the upgraded Hammer and Hoe make it possible to explore the depths of the mine. Upgrading Watering Cans and Fishing Rods can come later. Refer to the **Mining for Profit** chapter for full details on the prices and requirements of ore processing.

## Watering Cans

| Tool | Name | Capacity | Spread | Materials Required | Upgrade Cost (G) |
|---|---|---|---|---|---|
| | Watering Can | 50 | 1 square | – | – |
| | Expert Watering Can | 100 | 3 squares | 4x Bronze, 2x Silver, 10x Sunflower | 3,000 |
| | Master Watering Can | 200 | 9 squares | 6x Silver, 2x Mithril, 4x White Rose | 20,000 |
| | Sacred Watering Can | 300 | 15 squares | 8x Gold, 2x Orichalcum, 2x Adamantite | 50,000 |

## Hoes

| Tool | Name | Max Spread | Materials Required | Upgrade Cost (G) |
|---|---|---|---|---|
| | Hoe | 1 square | – | – |
| | Expert Hoe | 3 squares | 4x Bronze, 2x Silver, 10x Sunflower | 3,000 |
| | Master Hoe | 9 squares | 6x Silver, 2x Mithril, 4x White Rose | 20,000 |
| | Sacred Hoe | 15 squares | 8x Gold, 2x Orichalcum, 2x Adamantite | 50,000 |

## Axes

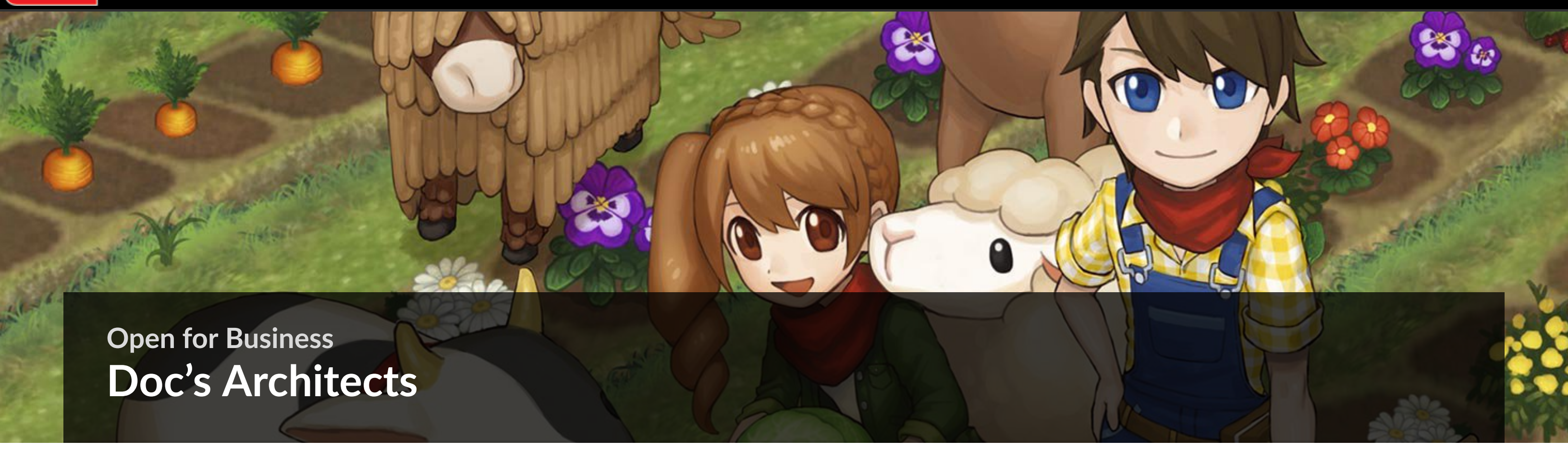
| Tool | Name | Wood Type | Swings for Mature Softwood | Swings for Mature Hardwood | Materials Required | Upgrade Cost (G) |
|---|---|---|---|---|---|---|
| | Axe | Softwood only | 7 | – | – | – |
| | Expert Axe | Softwood and Hardwood | 4 | 7 | 4x Bronze, 2x Silver, 10x Cosmos | 3,000 |
| | Master Axe | Softwood and Hardwood | 2 | 3 | 6x Silver, 2x Mithril, 4x Blue Rose | 20,000 |
| | Sacred Axe | Softwood and Hardwood | 1 | 1 | 8x Gold, 2x Orichalcum, 5x Adamantite | 50,000 |

## Hammers

| Tool | Name | Rock Size | Ore Type | Materials Required | Upgrade Cost (G) |
|---|---|---|---|---|---|
| | Hammer | Small rocks only | Gray | – | – |
| | Expert Hammer | Medium rocks | Hard ore lodes | 4x Bronze, 2x Silver, 10x Cosmos | 3,000 |
| | Master Hammer | Big rocks (3x swings) | Harder ore lodes | 6x Silver, 2x Mithril, 4x Blue Rose | 20,000 |
| | Sacred Hammer | All rocks (1x swing) | All ore lodes | 8x Gold, 2x Orichalcum, 5x Adamantite | 50,000 |

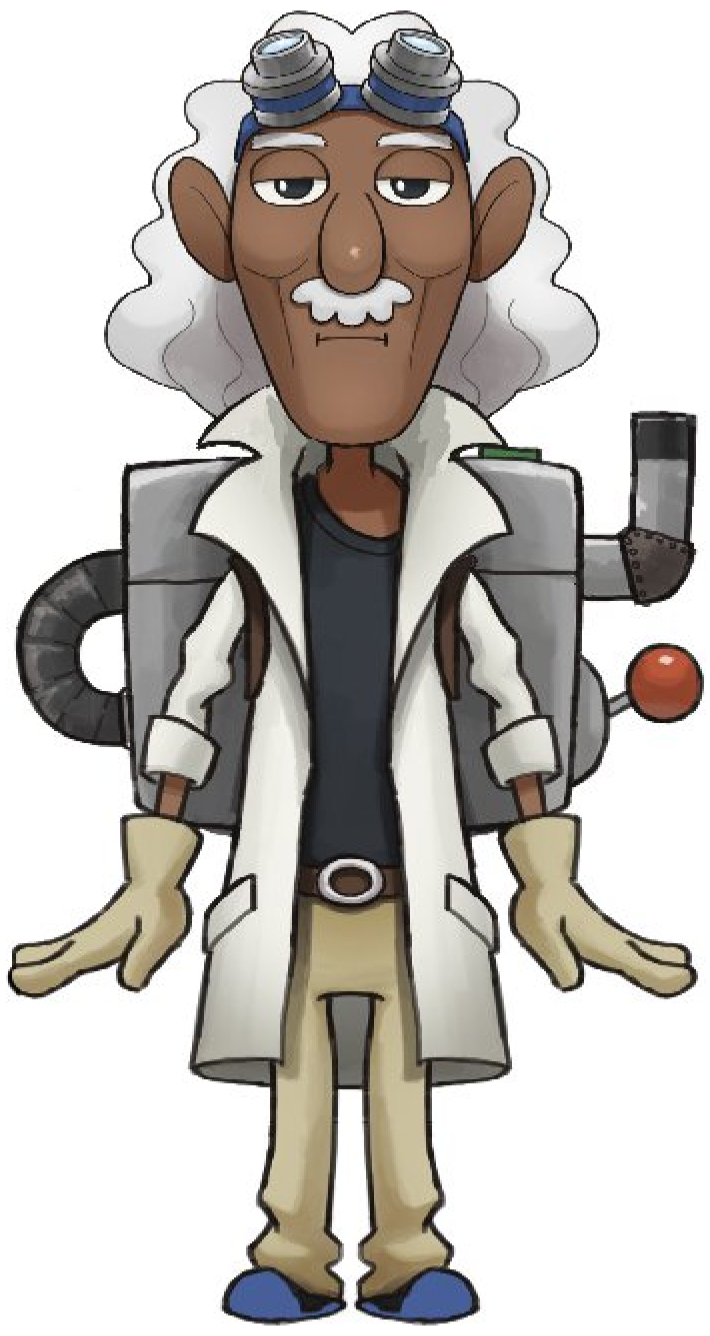
## Fishing Rods

| Tool | Name | Description | Materials Required | Upgrade Cost (G) |
|---|---|---|---|---|
| | Fishing Rod | Used to catch fish. | – | – |
| | Master Fishing Rod | Made with good materials. Can catch more than one fish. | 10x Softwood Lumber, 10x Iron, 5x Orichalcum | 10,000 |
| | Glorious Fishing Rod | Made with the best materials. Can catch more than one fish. | 10x Hardwood Lumber, 3x Soul Gem, 5x Adamantite | 50,000 |



Open for Business

# Doc’s Architects



Doc lives in his laboratory, high in the northwest corner of the mountain, just above the Hot Springs. He doesn’t purchase any items from you, nor does he sell any commodities, but his upgrades are worth their weight in Mithril!

Aim to purchase the Large House upgrade as soon as possible to gain the additional storage capacity in the dresser and refrigerator. This ensures you don’t lose any ore or crops during collection due to a full Bag—they’re automatically deposited in your house storage. Additional building expansions make getting married and raising a family possible.

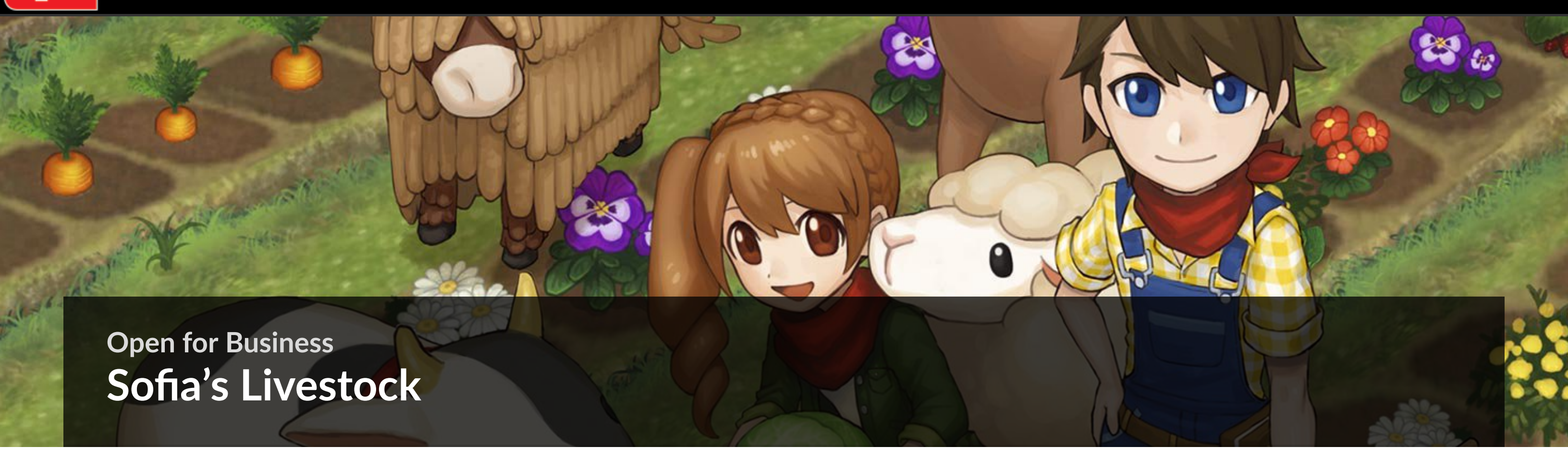
Doc’s inventory of fence items and decorations continues to grow as you complete his requests. Complete all of his requests to gain access to special commemorative items to place in your home.

### Hardwood Shortage?

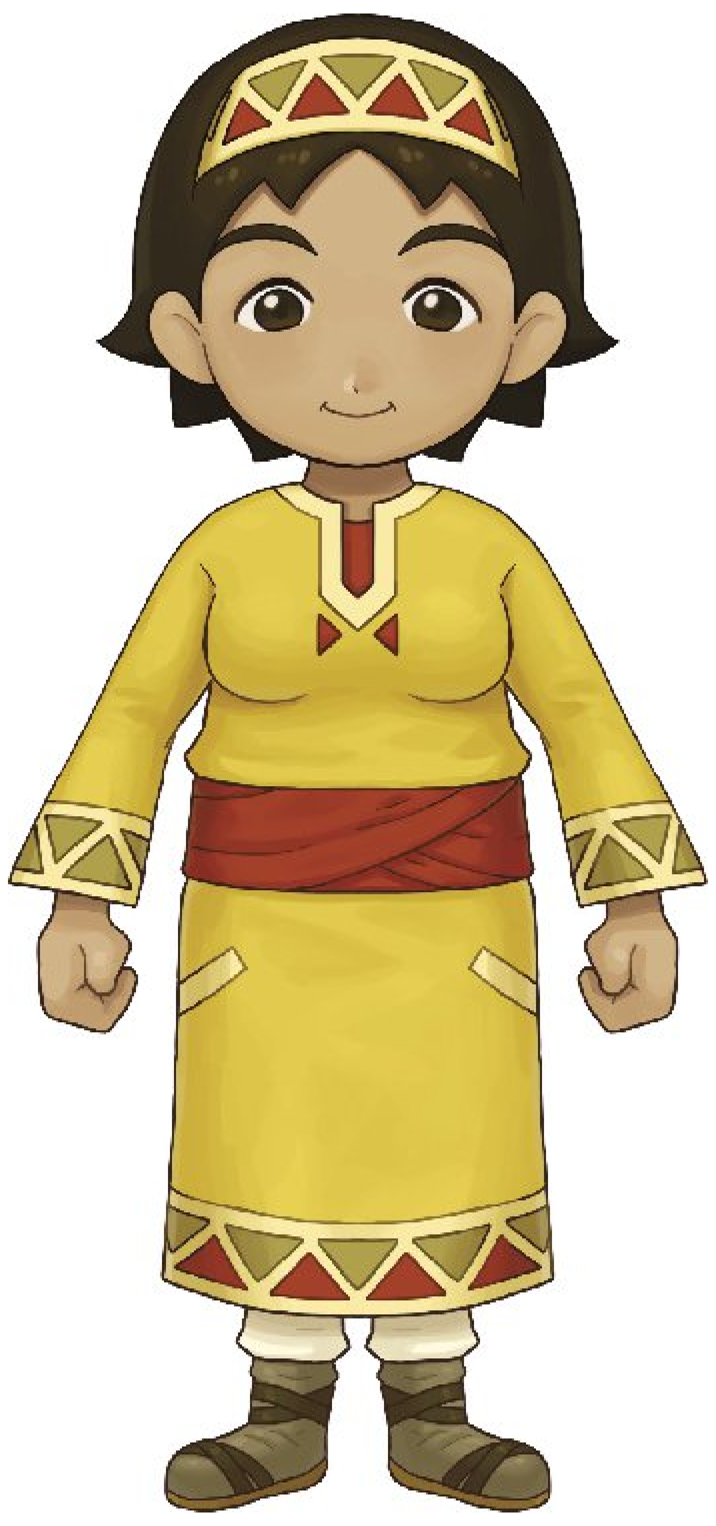
Need Hardwood for those building upgrades but have cut down most of the Hardwood trees in the mountain and on your farm? Though you can always purchase saplings to plant, it’s easier to check the Farm: Southern Area once you repair the bridge. This easily overlooked river island is home to a number of Hardwood trees. There are also quite a few growing in Beacon Town.

## Doc’s Architects: Inventory

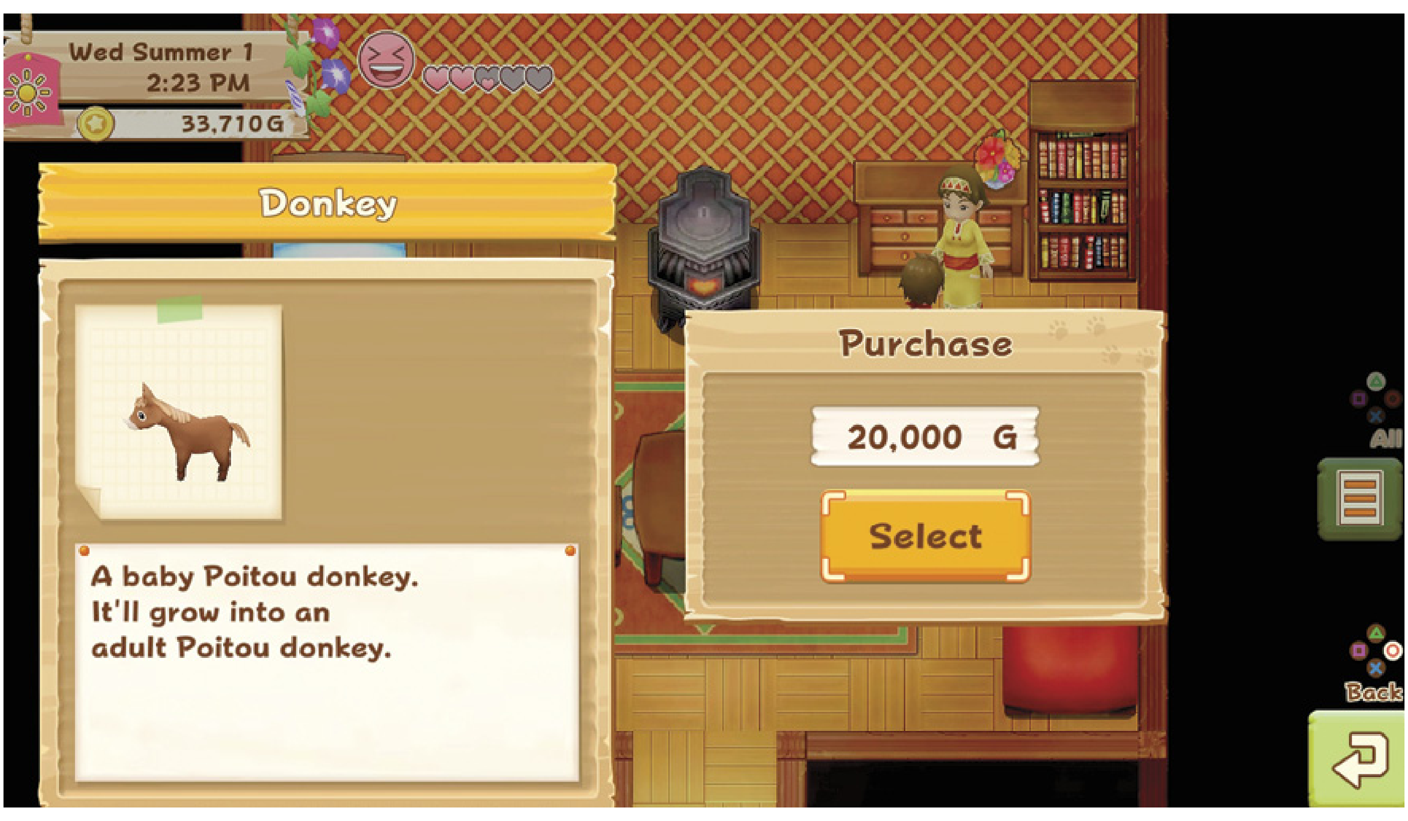
| Item | Name | Description | Materials Required | Price (G) | Unlocked |
|---|---|---|---|---|---|
| | Large House | Spacious house that lets you live more comfortably. | 40x Hardwood Lumber, 5x Mithril, 10x Glass | 85,000 | — |
| | Level 2 Chicken Coop | Can hold up to 15 chickens. | 20x Hardwood Lumber, 3x Gold, 1x Adamantite | 100,000 | Restore the Lighthouse |
| | Big Animal Barn | Can hold up to 15 animals. | 30x Hardwood Lumber, 3x Mithril, 2x Adamantite | 120,000 | Restore the Lighthouse |
| | Giant House | Big house. Spacious enough for a family with kids. | 50x Hardwood Lumber, 5x Great Cotton Candy Wool, 3x Adamantite | 180,000 | Purchase Large House upgrade. |
| | Crib | A small bed for babies. | 5x Hardwood Lumber, 5x Wool, 1x Silver | 2,500 | Purchase Giant House upgrade. |
| | Wooden Fence | Wooden fence used to surround your land. | 3x Softwood Lumber, 1x Iron | 300 | Doc: Invention 1 |
| | Stone Wall | A wall made of sturdy stone. | 2x Material Stone, 3x Stone | 300 | Doc: Invention 2 |
| | Hedge | A carefully manicured hedge. | 1x Poinsettia, 2x Hardwood Lumber | 300 | Doc: Invention 3 |
| | Candy Canes | A popular design. You can’t eat them, however. | 2x Softwood Lumber, 1x Agate, 4x Candy Egg | 1,000 | Doc: Invention 4 |
| | Holiday Ornament | A popular holiday design. Put it on the ground and decorate away! | 2x Softwood Lumber, 1x Gold, 1x Goldberry | 1,000 | Doc: Invention 5 |
| | Mechanical Fence | A mechanical fence designed by Doc. Quite ingenious. | 2x Iron, 1x Glass, 1x Silver | 300 | Doc: Invention 6 |
| | Harvest Sprite Flowerbed | Round flowerbed with harvest sprite statue. | 10x Bronze, 10x Yellow Tulip, 10x White Tulip | 100,000 | Doc: Invention 7 |
| | 20th Anniversary Statue | Celebrate 20 years of Harvest Moon with this statue! Hooray! | 20x Gold, 10x Hardwood | 200,000 | Doc: Invention 8 |



# Sofia's Livestock



Sofia's Livestock is located across the stream in the southern part of the mountain. There, she lives with her sons Michael and Gabriel, the latter of whom is quite the livestock herder. Sofia's Livestock specializes in farm animals, with a bevy of chickens, cows, feed, and medicine for you to purchase. Sofia even buys back mature animals from you, should you wish to make room for other species in your Animal Barn or Chicken Coop.



A baby Poitou donkey. It'll grow into an adult Poitou donkey.

Initially, Sofia's Livestock only carries basic chickens, cows, sheep, and donkeys, but her inventory expands once you restore the lighthouse. If at any time she seems unable to sell you any animals, it's because you've run out of room in your Chicken Coop or Animal Barn. Either sell her some mature animals to free up room, or visit Doc to upgrade the size of your buildings.

In addition to animals, Sofia also sells Chicken and Animal Medicine used to cure sick animals, and a Miracle Potion. The Miracle Potion instantly impregnates an animal, allowing you to effectively gain another animal for the low cost of 8000G.

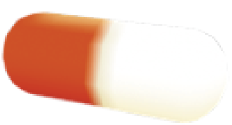
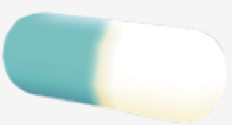
### Free Tools Provided

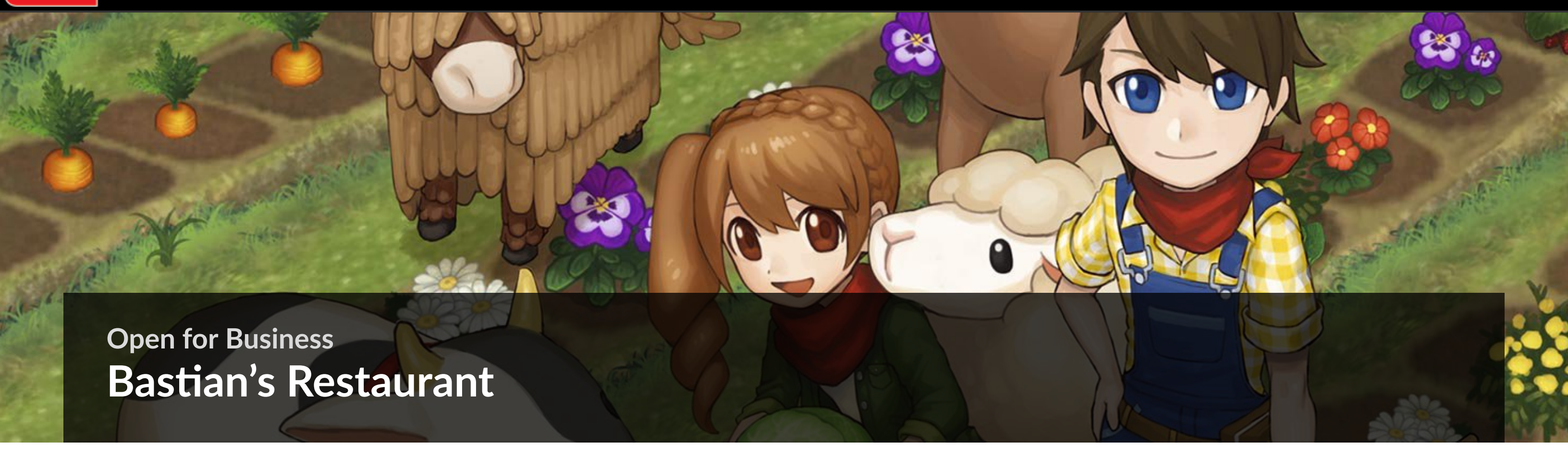
Sofia provides you with all the tools necessary for proper animal care with your purchase of a corresponding animal. Whether it's the Milker, Shears, or Horse Whistle, you can be sure Sofia will give you everything you need to care for your purchase at no additional cost.

We recommend purchasing Animal Feed in bulk from Sofia, as it's not very expensive and much more efficient than growing and harvesting Corn, especially given how easy it is to earn money in the mine. Of course, higher-quality feed from the Windmill has a better chance of yielding higher-grade animal products for you to sell or cook with.

Sofia delivers the animal to your farm and reviews the proper care and feeding instructions. She also helps you name it.

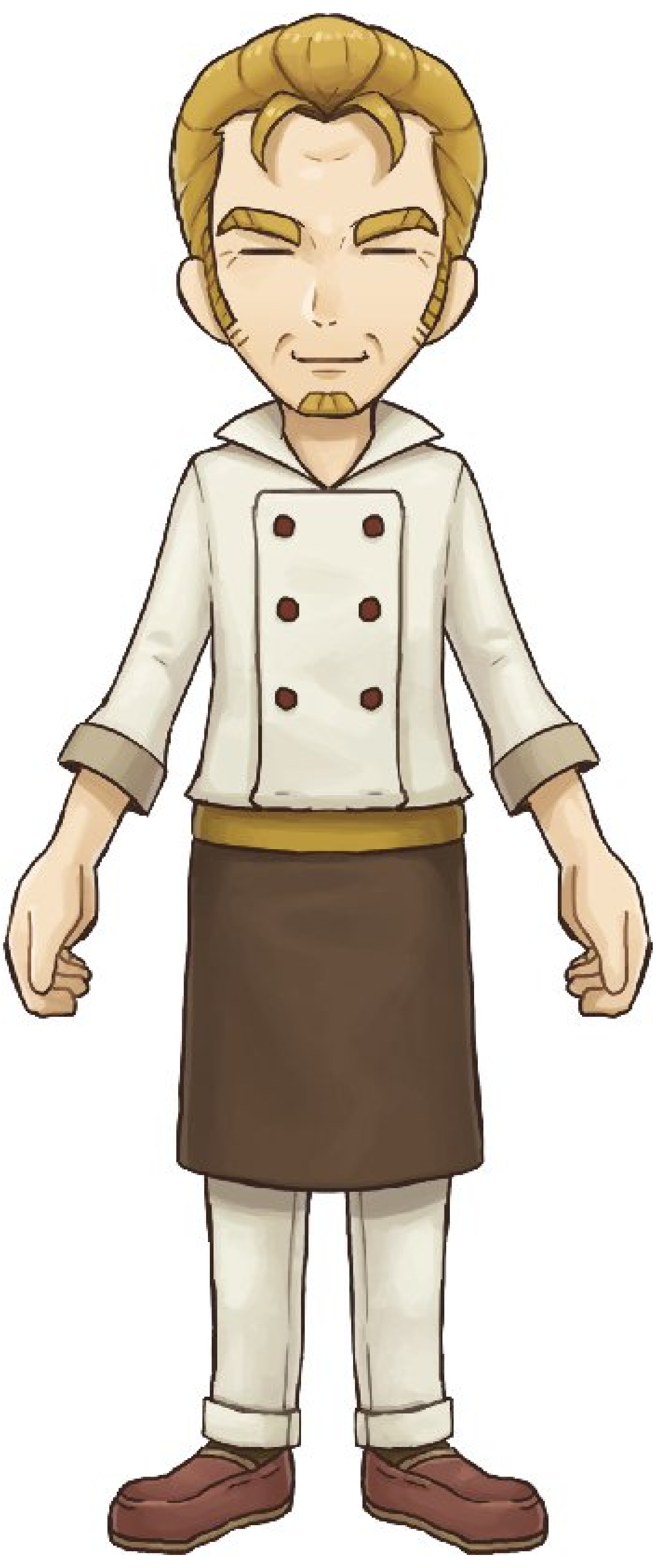
### Sofia's Livestock: Inventory

| Item | Name | Price (G) |
|---|---|---|
|  | Animal Medicine | 5,000 |
|  | Chicken Medicine | 3,500 |
| | Miracle Potion | 8,000 |
| | Animal Feed | 30 |
| | Chicken | 2,000 |
| | Brown Chicken | 6,000 |
| | Dog | 8,000 |
| | Cow | 7,000 |
| | Sheep | 10,000 |
| | Donkey | 20,000 |
| | Horse | 20,000 |
| | Brown Cow | 20,000 |
| | Cotton Sheep | 30,000 |
| | Silky Donkey | 60,000 |



Open for Business

# Bastian’s Restaurant



Bastian and his daughter Elise run Beacon Town’s sole restaurant, a popular gathering place and source of employment for other locals. Bastian is always looking to purchase produce, fresh dairy, and sought-after fish for his restaurant. He also purchases the dishes you cook at home. Best of all, he pays 50 percent more for your goods than Sam!

Mon Spring 22
10:09 AM
4,280G

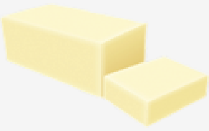
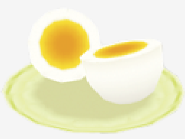
### While You’re Dining...

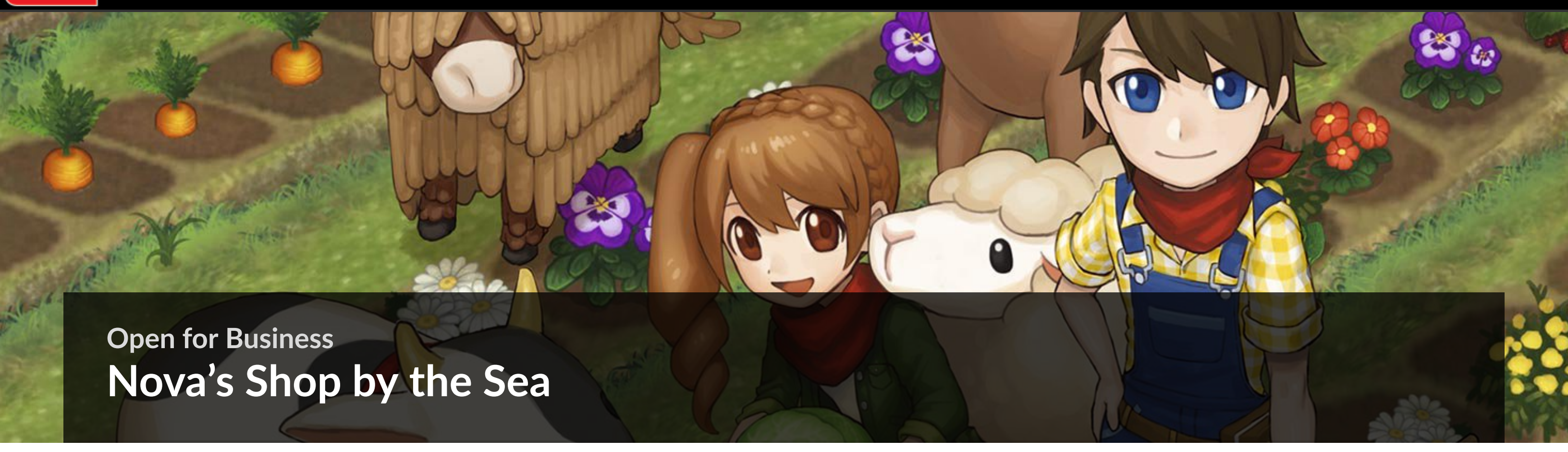
Elise is seldom not at the restaurant during business hours, making it convenient to increase your affection with her. Simply purchase a stock of Salt from Bastian and give her Salt whenever you see her. Seasonings are her favorite items, and Salt is the cheapest you can get!

Bastian is the only merchant on the island who sells food items. Visit his restaurant to purchase many cooking staples such as Sugar, Flour, and Salt, among other items that can be time-consuming to acquire on your own. More importantly, however, he also sells many of his recipes. Consult the **Cooking** chapter for a complete list of the recipes he has for sale. His assortment of recipes for sale increases as you progress through the seasons and complete his requests.

Bastian’s prices for prepared foods like Butter and Fried Eggs are quite high, and you should only consider paying these prices if really in need of an item or if you have an abundance of money. Eggs and Milk are easy to produce on your farm, so you shouldn’t ever need to purchase Fried Eggs or Cheese from Bastian.

### Bastian’s Restaurant: Inventory (not including recipes)

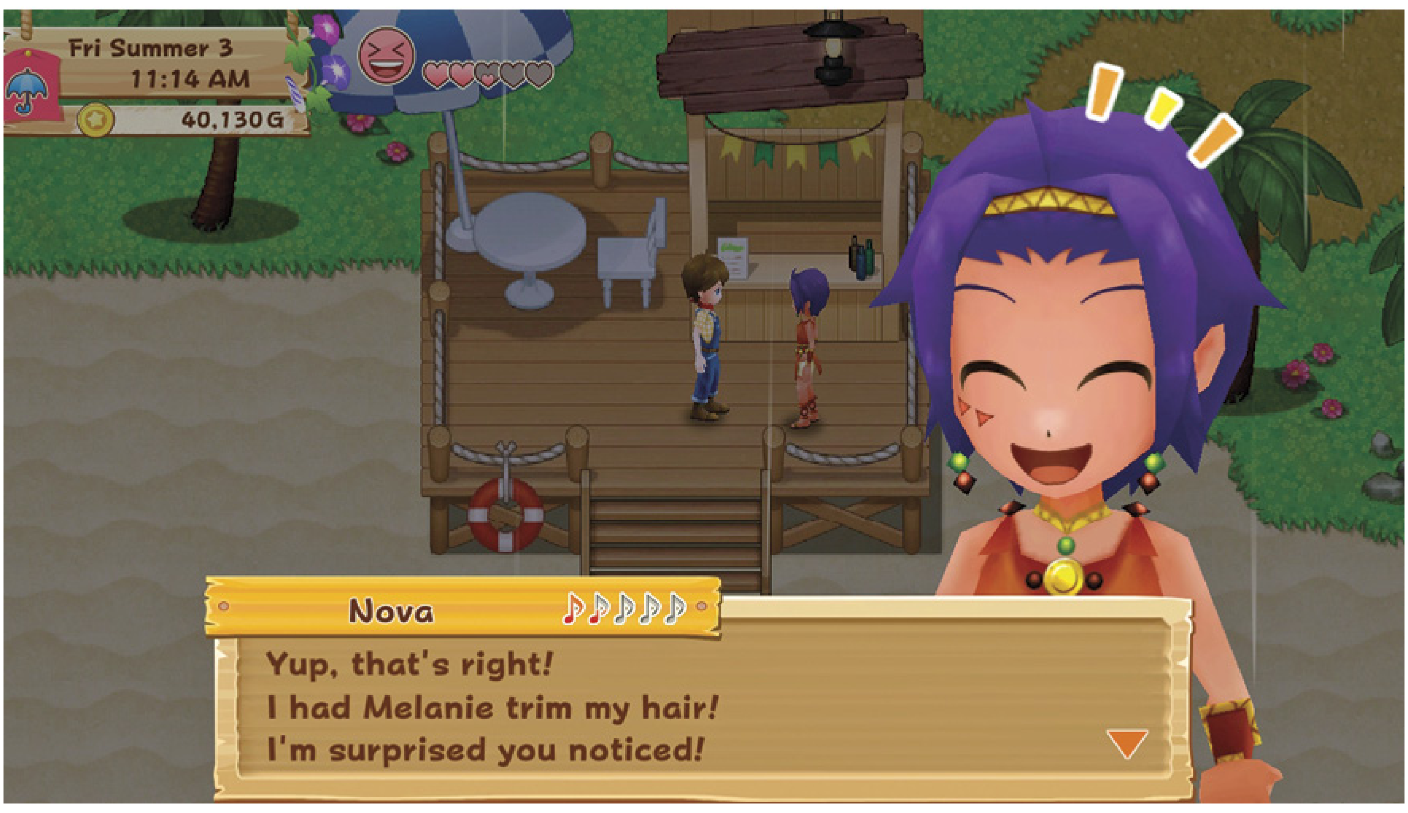
| Item | Name | Price (G) |
|---|---|---|
| | Flour | 170 |
| | Great Flour | 200 |
| | Cornmeal | 200 |
| | Great Cornmeal | 250 |
| | Sugar | 50 |
| | Salt | 50 |
| | Bread | 500 |
| | Black Bread | 750 |
| | Baguette | 1,000 |
| | Mayonnaise | 2,500 |
| | Yogurt | 2,500 |
|  | Butter | 2,500 |
| | Cheese | 2,500 |
|  | Boiled Egg | 2,500 |
| | Fried Egg | 2,500 |



Open for Business

# Nova’s Shop by the Sea

Nova is so determined to gain independence from her father that she takes to running a seasonal shop on the beach. Only open during the summer, her shop serves as a great source of fresh juices, Pasta, and casual Fish Cuisine like Fish & Chips. Given the complexity of Watermelon Punch and Mixed Juice, this is a great way to add these items to your Encyclopedia without having to gather the ingredients.

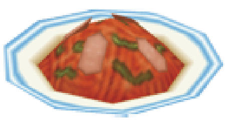


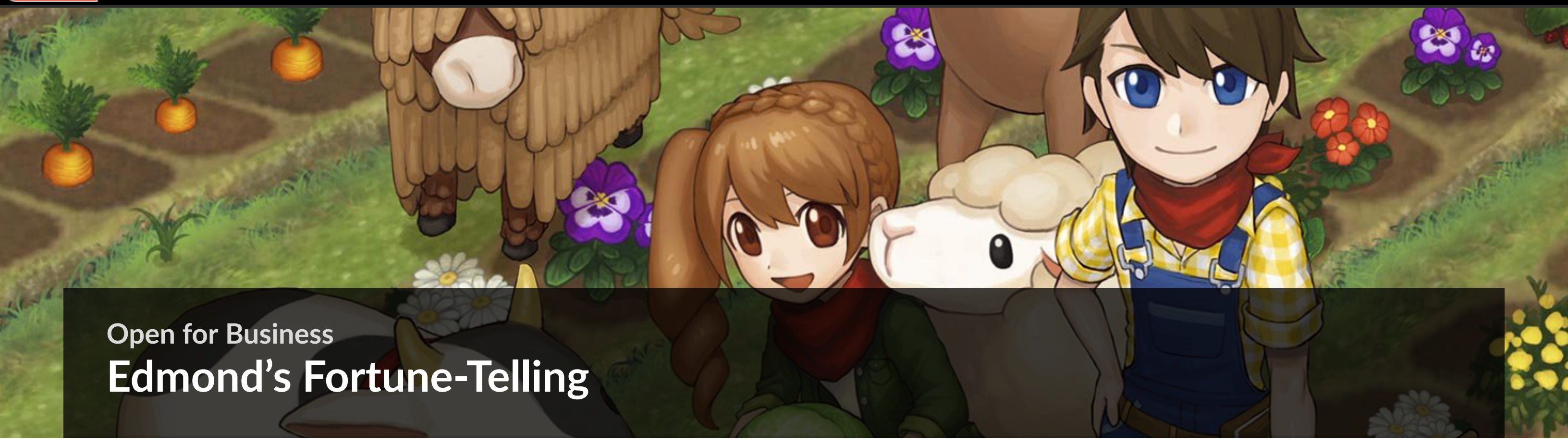
**Nova** ♪♪♪♪♪

Yup, that's right!
I had Melanie trim my hair!
I'm surprised you noticed!

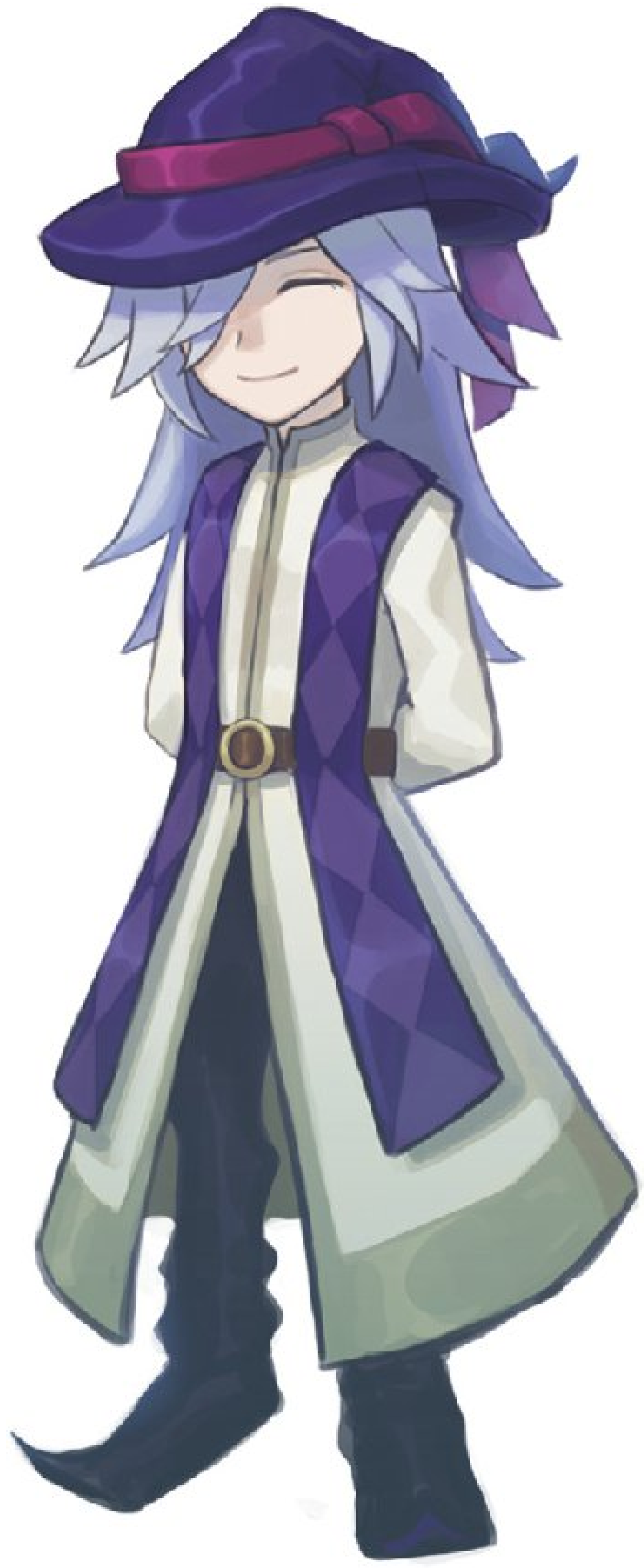
Nova is pretty limited in what she carries, and even more particular about what she buys from you. She only purchases Seashells (100G) and Pretty Seashells (500G) from you.

## Nova’s Shop by the Sea: Inventory

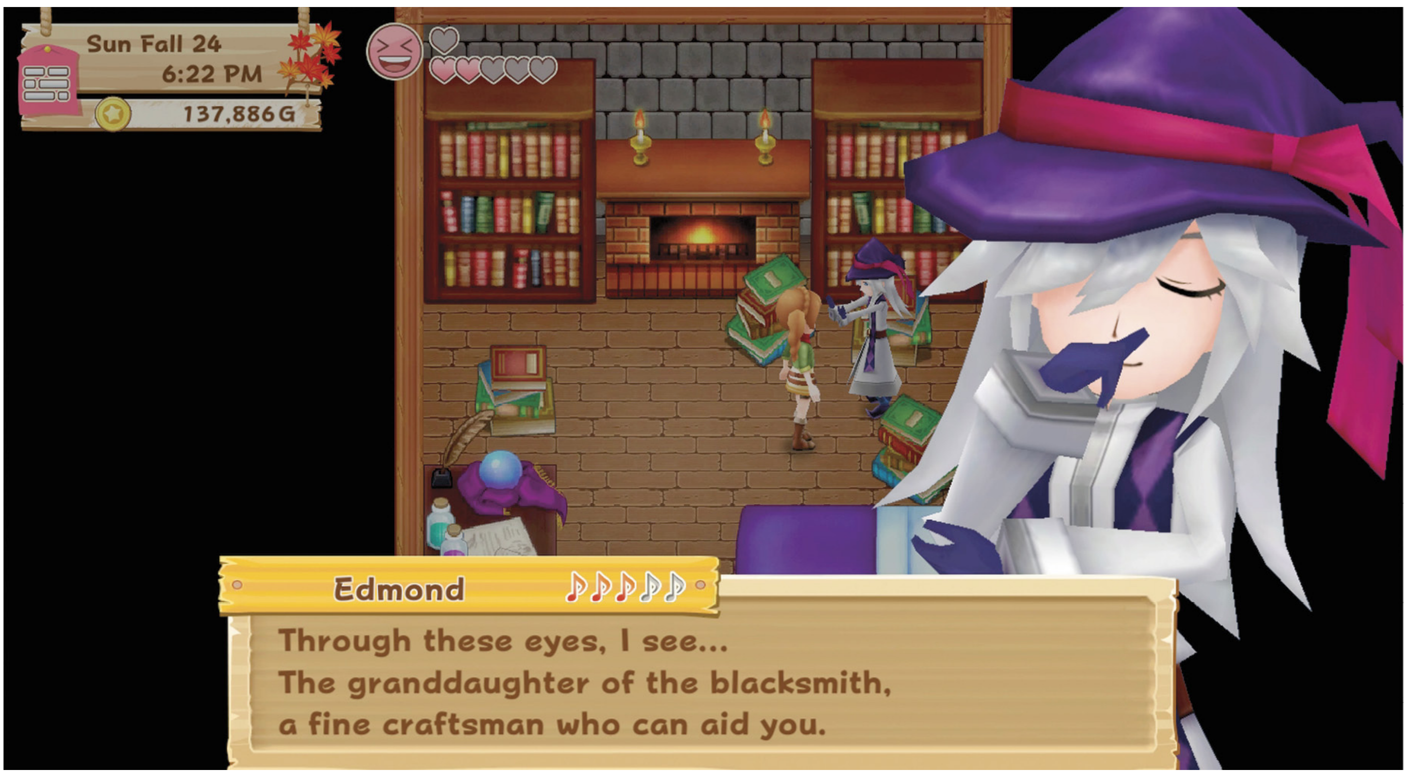
| Item | Name | Price (G) |
|---|---|---|
|  | Napolitan | 2,500 |
| | Watermelon Punch | 5,000 |
| | Mixed Juice | 1,000 |
| | Blueberry Juice | 1,000 |
| | Cranberry Juice | 1,000 |
| | Green Smoothie | 1,000 |
| | Tomato Juice | 1,000 |
| | Fish & Chips | 3,500 |
| | Fish Burger | 3,500 |



# Edmond's Fortune-Telling

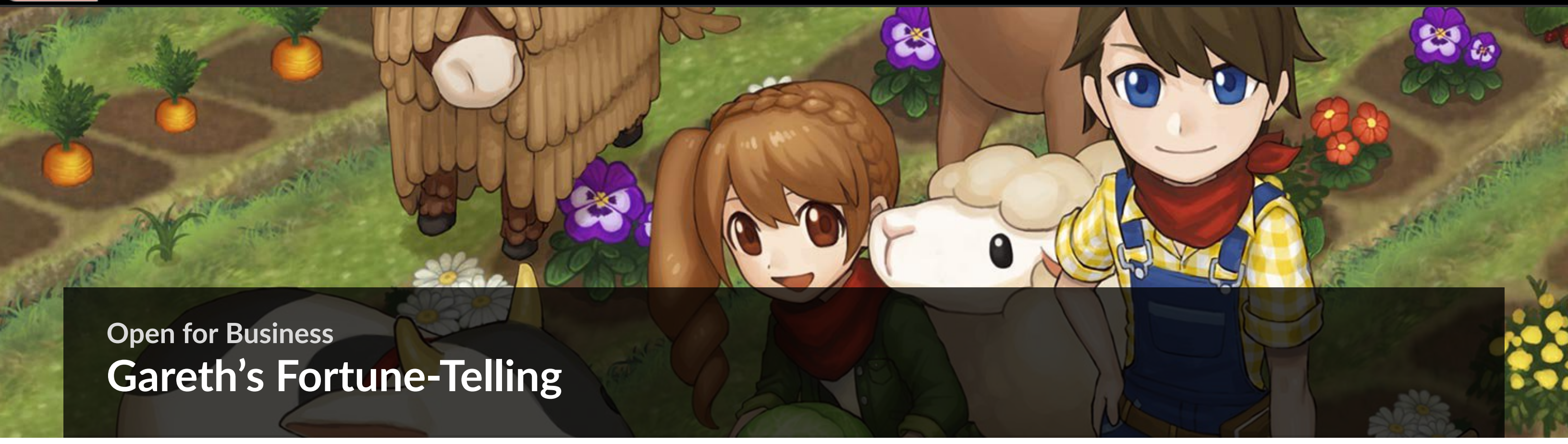


Unlike his apprentices, Edmond is not only home every night of the week, but his fortune-telling can help guide you on the task at hand. Trek your way to the mountain and speak to Edmond whenever unsure what to do next. Though you'll naturally have this book to guide you in far more detail, it can be good to chat with Edmond for a quick reminder. After all, there will be times when you're trying to collect multiple items for various tasks at once. Edmond will help you see what's most important at that moment.



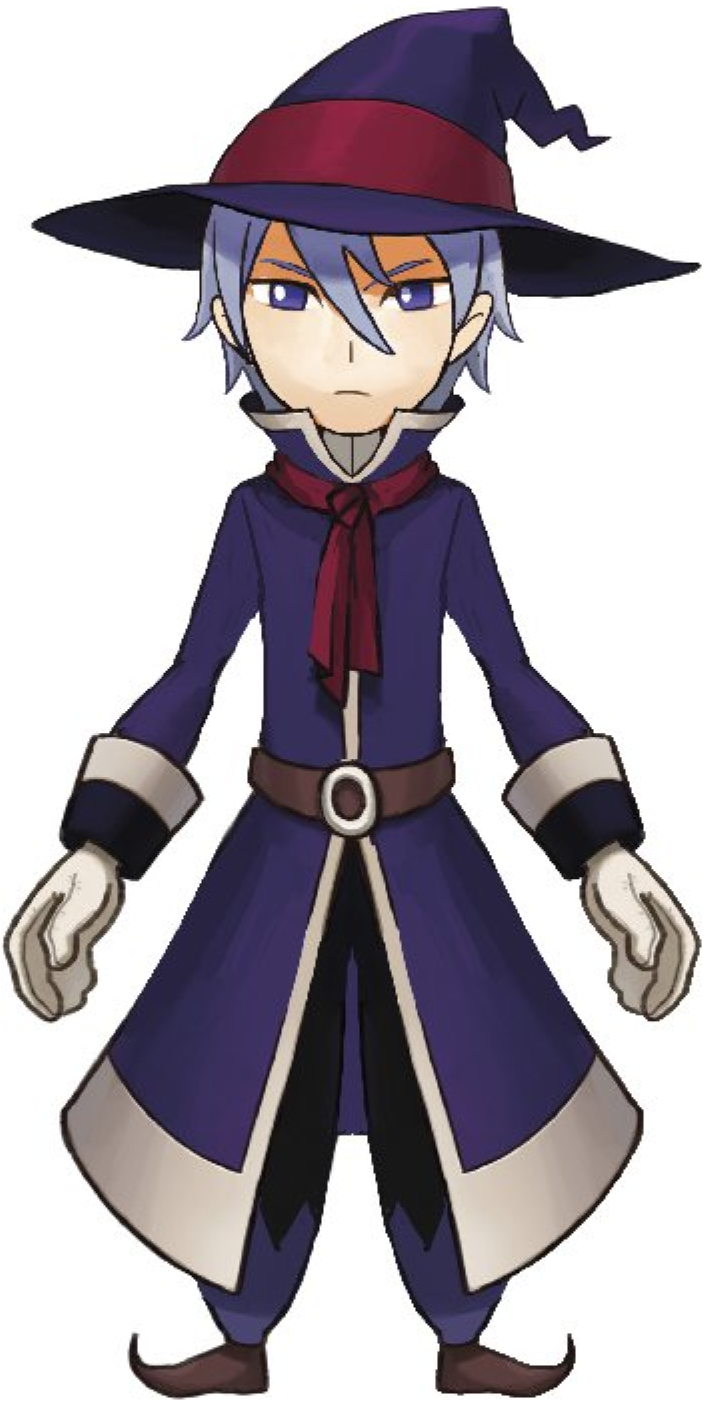
**Edmond**

Through these eyes, I see...
The granddaughter of the blacksmith,
a fine craftsman who can aid you.

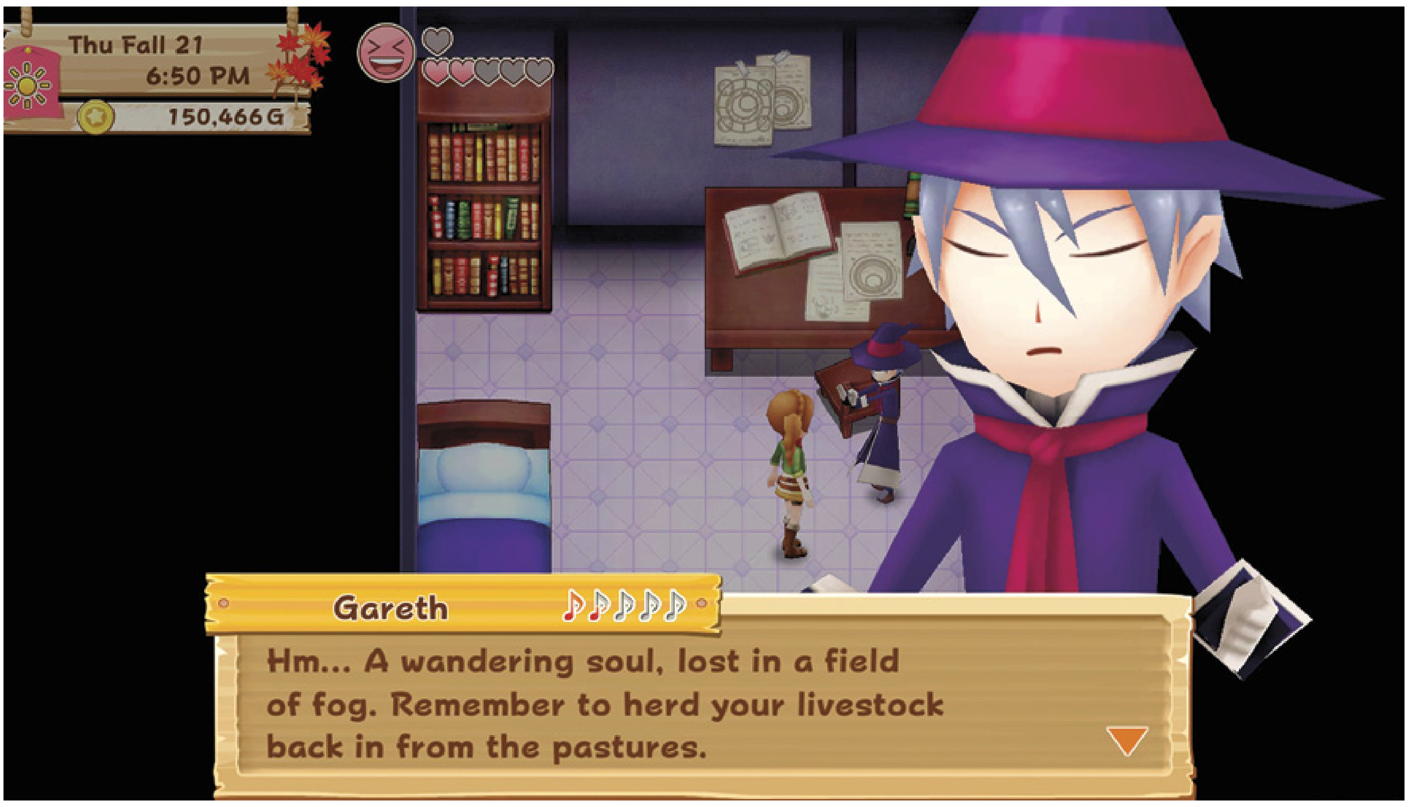


## Open for Business

# Gareth's Fortune-Telling

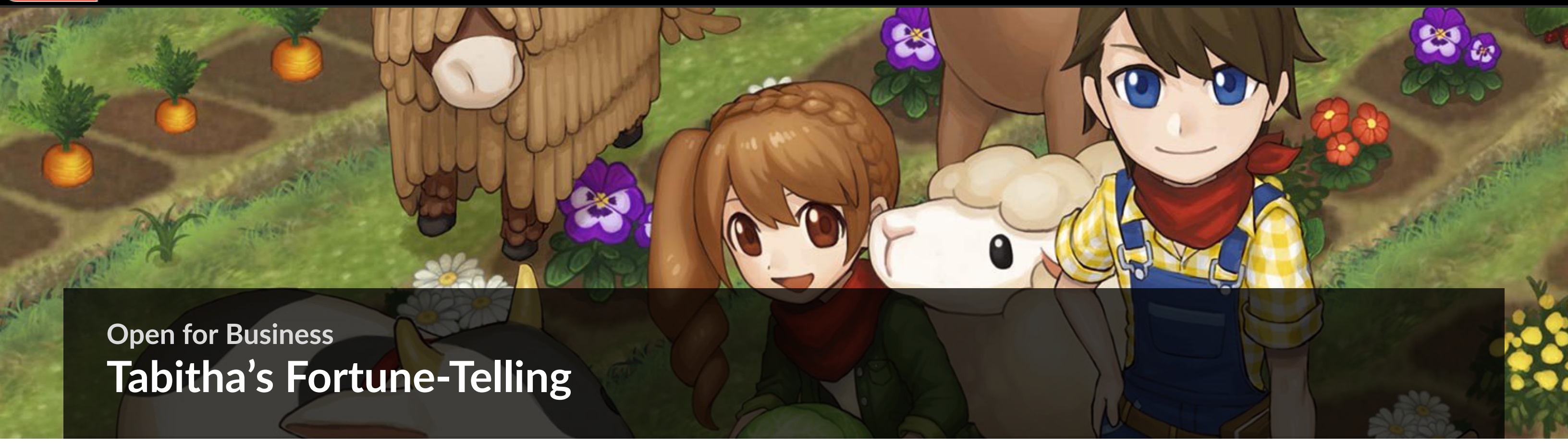


Gareth is only home a few nights a week, but his fortune-telling service is free. Though he doesn't always provide you with new information, he sometimes manages to predict the weather. Talk to him whenever you're concerned about an incoming storm, especially if you have out-of-season crops growing. Be sure to fertilize any out-of-season crops if Gareth predicts a storm on the horizon.



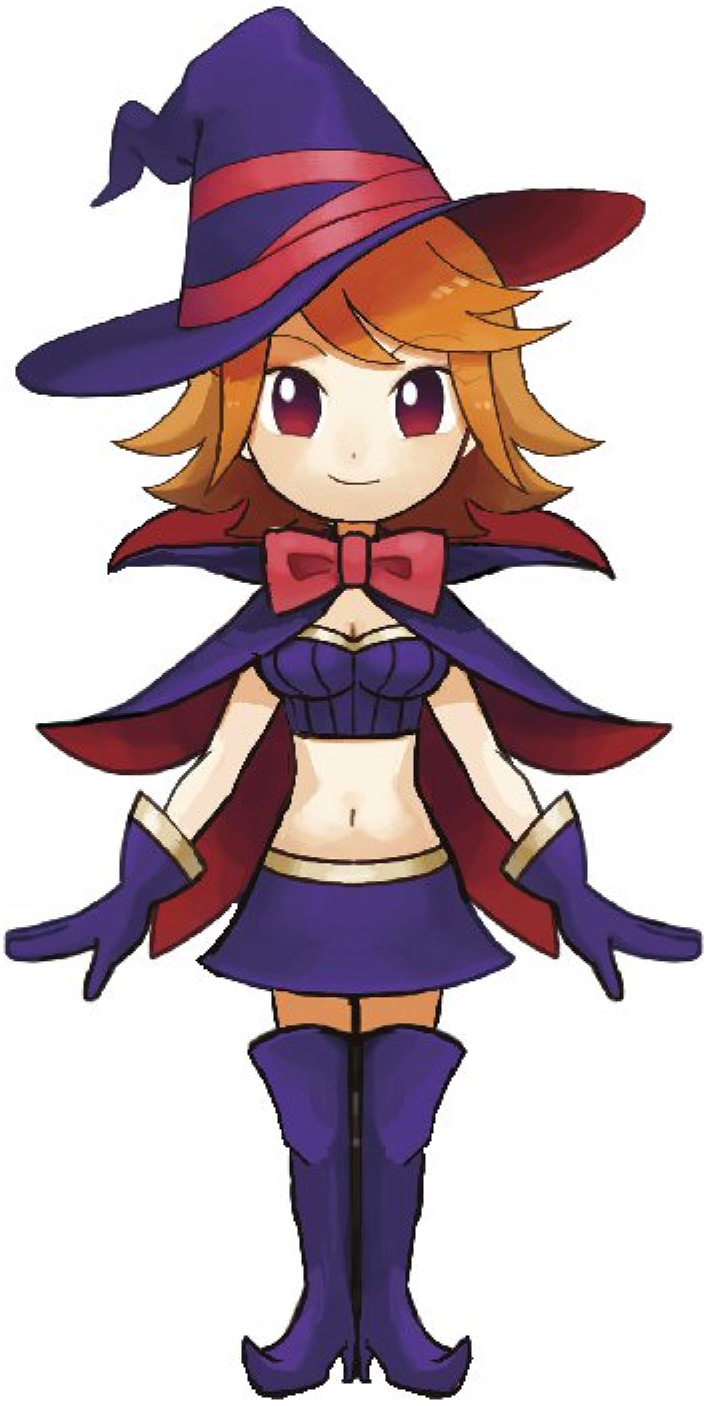
**Gareth**

Hm... A wandering soul, lost in a field of fog. Remember to herd your livestock back in from the pastures.

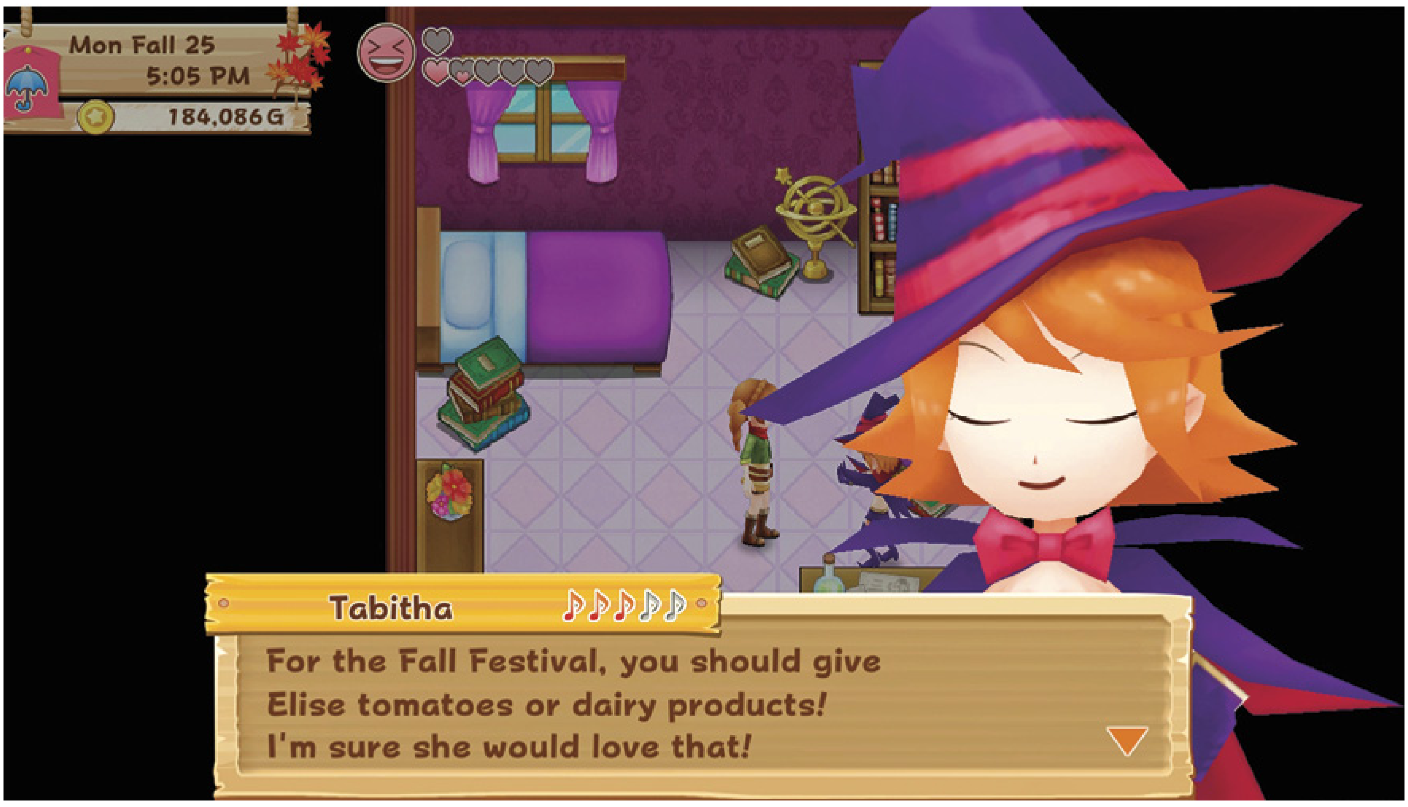


## Open for Business

# Tabitha’s Fortune-Telling

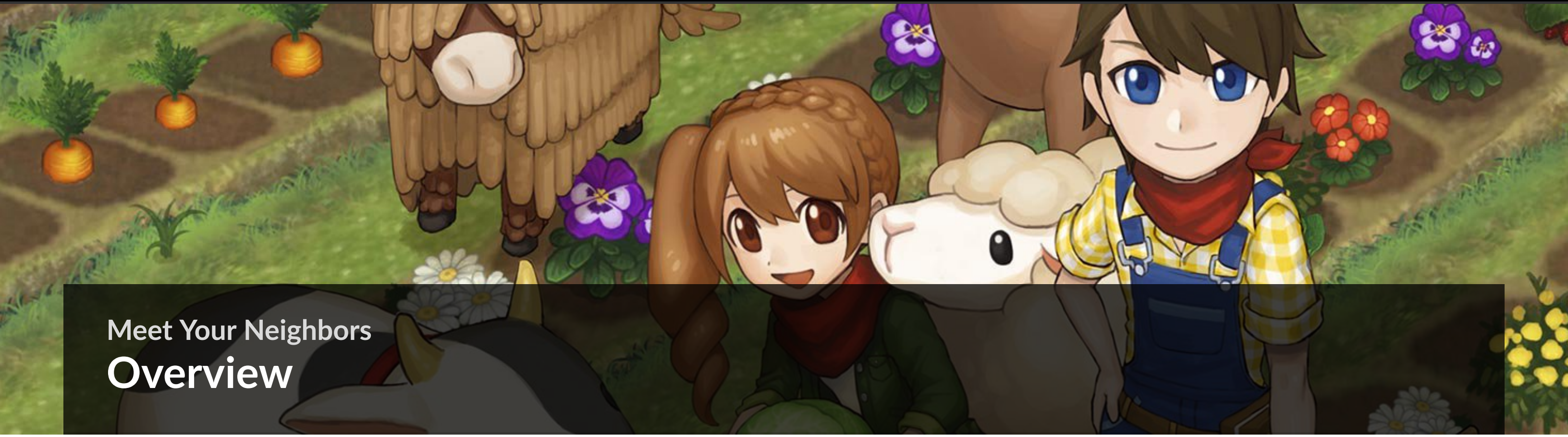


Tabitha’s fortune-telling is quite a bit more useful than Gareth’s, as she’s able to divulge the likes and dislikes of the other townsfolk. The information she reveals is automatically added to the villager profiles accessed through the Menu Button. She also reveals villagers’ preferred gifts in the days leading up to the spring Flower Festival and Fall Festival. Feel free to talk to her frequently. She repeats herself on occasion, but you can get additional clues from her.



**Tabitha**

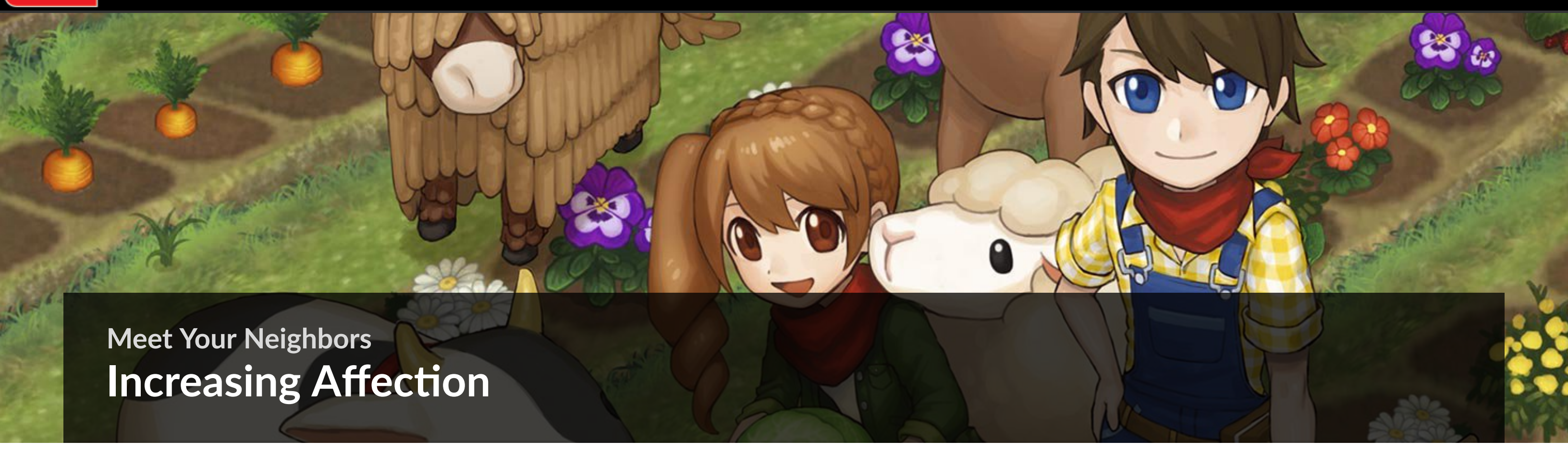
For the Fall Festival, you should give Elise tomatoes or dairy products! I'm sure she would love that!



## Meet Your Neighbors

# Overview

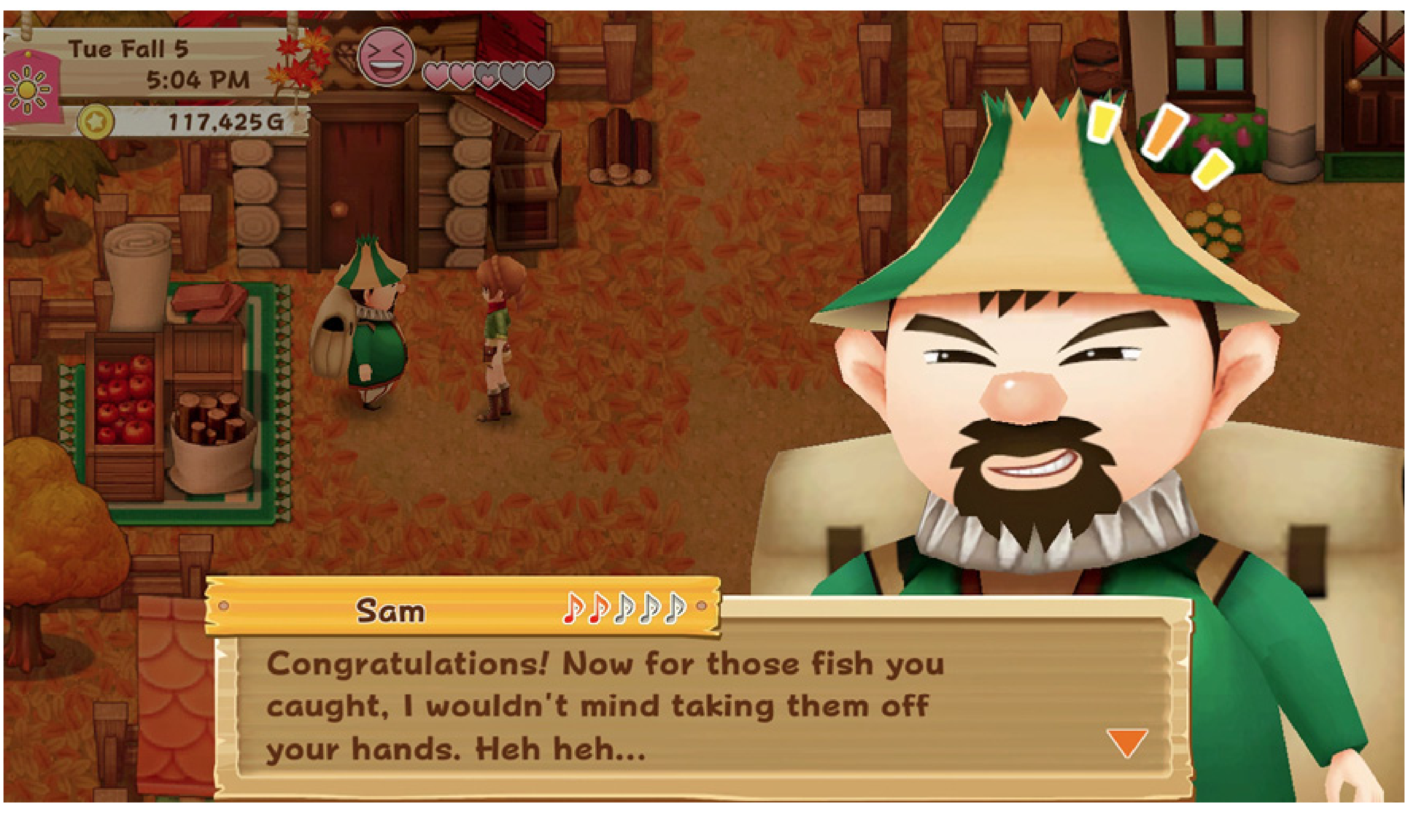
You may have washed ashore on an empty island, but thanks to your efforts, the lighthouse has been restored and Beacon Town is thriving once again. As the newest—and soon to be most-popular—resident, you have a chance to complete dozens of requests, forge new friendships, and interact with your fellow villagers in a host of fun ways. This chapter reveals their likes and dislikes, their birthdays, and much more.



Meet Your Neighbors

# Increasing Affection

Every villager in Beacon Town has an affection meter consisting of five Musical Notes worth 200 Affection Points each. Affection increases when you complete requests, gift items, participate in contests and festivals, and interact with villagers in personal friendship & romance events. Of these, completing requests and gifting characters their favorite gifts on their birthdays offer the biggest boosts to affection.

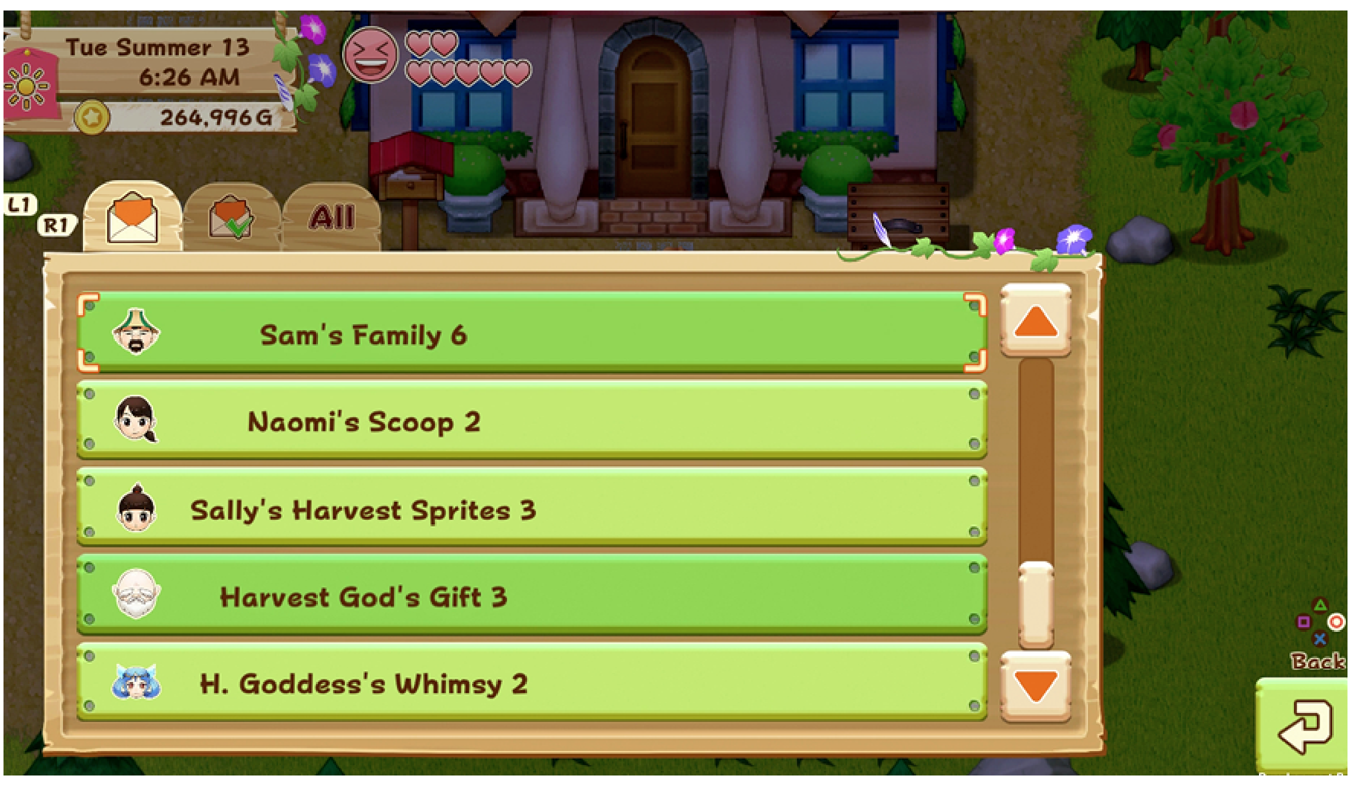


**Sam** ♪♪♪♪♪

Congratulations! Now for those fish you caught, I wouldn't mind taking them off your hands. Heh heh...

## A Long List of Requests

Requests come almost one per day, and typically in the order of affection. Each villager can only have one active request at a time, but if you continue to fulfill the requests as they come in, you may never see the requests from characters you aren't as close with (and even less often from the Harvest Goddess and her ilk). Consider allowing the request list to go unfulfilled for a while to draw requests from less-demanding villagers. This is a great way to complete Doc's requests, each of which unlocks new decorations and fence styles.



Sam's Family 6

Naomi's Scoop 2

Sally's Harvest Sprites 3

Harvest God's Gift 3

H. Goddess's Whimsy 2

## Raising Affection

| Category | Reaction/Comments | Affection Points |
|---|---|---|
| Talking | Speaking with villagers | +2 |
| Gift Giving | I hate it | +0 |
| Gift Giving | I dislike it | +1 |
| Gift Giving | Neutral | +5 |
| Gift Giving | I like it | +7 |
| Gift Giving | I love it | +10 |
| Dialogue Event | Normal reaction | +10 |
| Dialogue Event | Best response | +50 |
| Dating | Festivals/holidays | +30 |
| Dating | Marriage proposal | +50 |
| Family | Wedding anniversary | +30 |
| Family | Give milk to child | +5 |
| Family | Shake Rattle for child | +3 |
| Family | Read Picture Book to child | +4 |

## Friendship Events

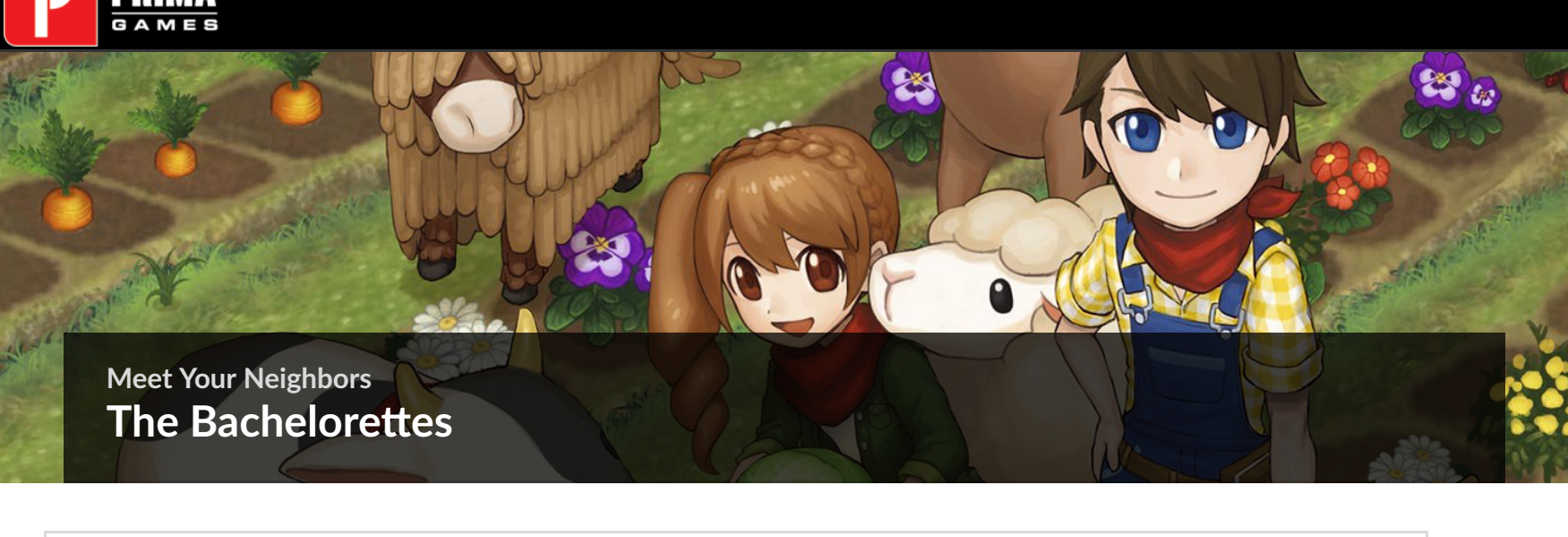
Among the villagers are six bachelors and six bachelorettes. These characters have special friendship-building cutscenes that coincide with each affection milestone. Many of these contain a choice of responses that can gain you bonus affection. The rules governing friendship events are as follows.

| Event | Musical Notes | Style | Gender | Notes |
|---|---|---|---|---|
| 0 | 0 | Introduction | Any | Part of the main story. |
| 1 | 1 | Friendship | Any | Can be triggered after marriage. |
| 2 | 2 | Friendship | Any | Can be triggered after marriage. |
| 3 | 3 | Romance | Opposite sex only | Cannot be triggered if married. |
| 4 | 4 | Romance | Opposite sex only | Cannot be triggered if married. |
| 5 | 5 | Proposal | Opposite sex only | Leads to marriage. |

Since these events have the potential to lead to marriage, we only detail the first two instances of these events for each character so as not to spoil the joy of falling in love. The first two friendship events can be experienced with each bachelor and bachelorette, regardless of sex, and can take place once married. An early introduction event with each character takes place upon their arrival to the island, but that doesn't count toward affection.

## Make a House Call

Not every friendship event takes place when you visit the character in their house. Some take place on the beach or in the mountain or in other characters' homes. Monitor the affection levels and note whenever a character reaches a new Musical Note. Use the map to visit them wherever they are throughout the day. Similarly, it pays to visit other houses from time to time, as some characters' friendship events take place in stores, such as at Carol's Flowers.

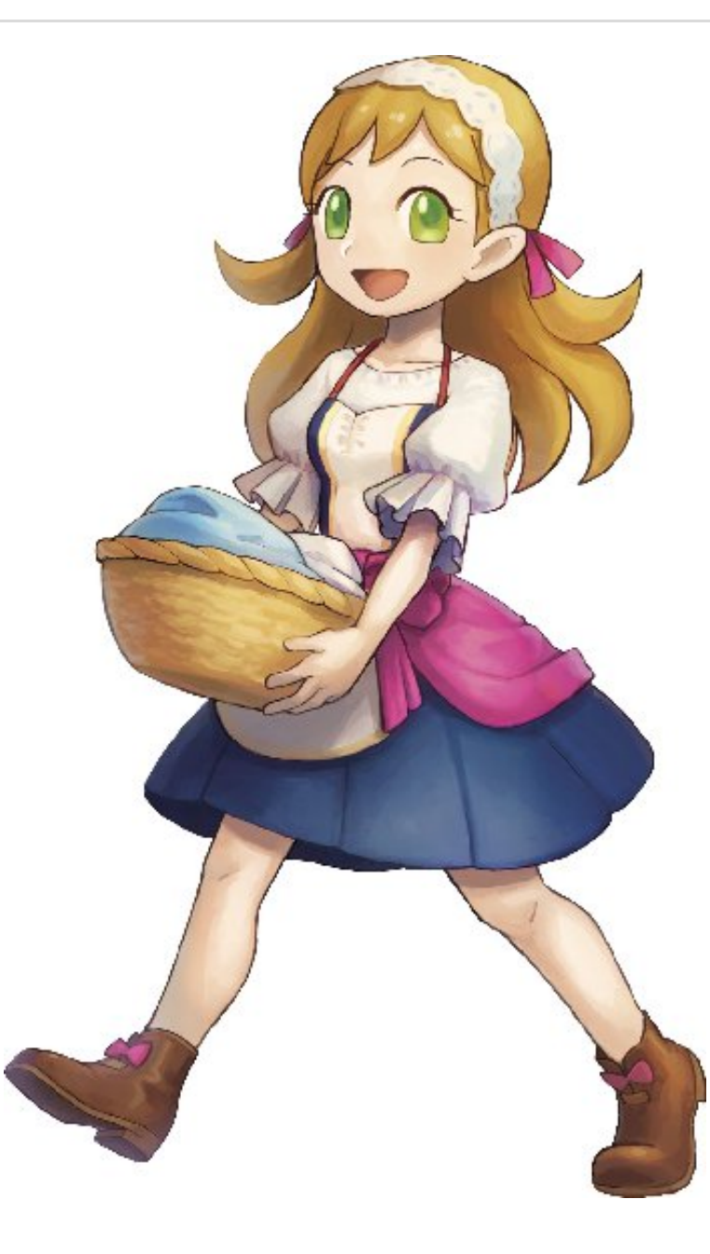


Meet Your Neighbors

# The Bachelorettes

## Elise

| Birthday | Favorite | Dislikes |
|---|---|---|
| Fall 14 | Seasonings | Spicy things |

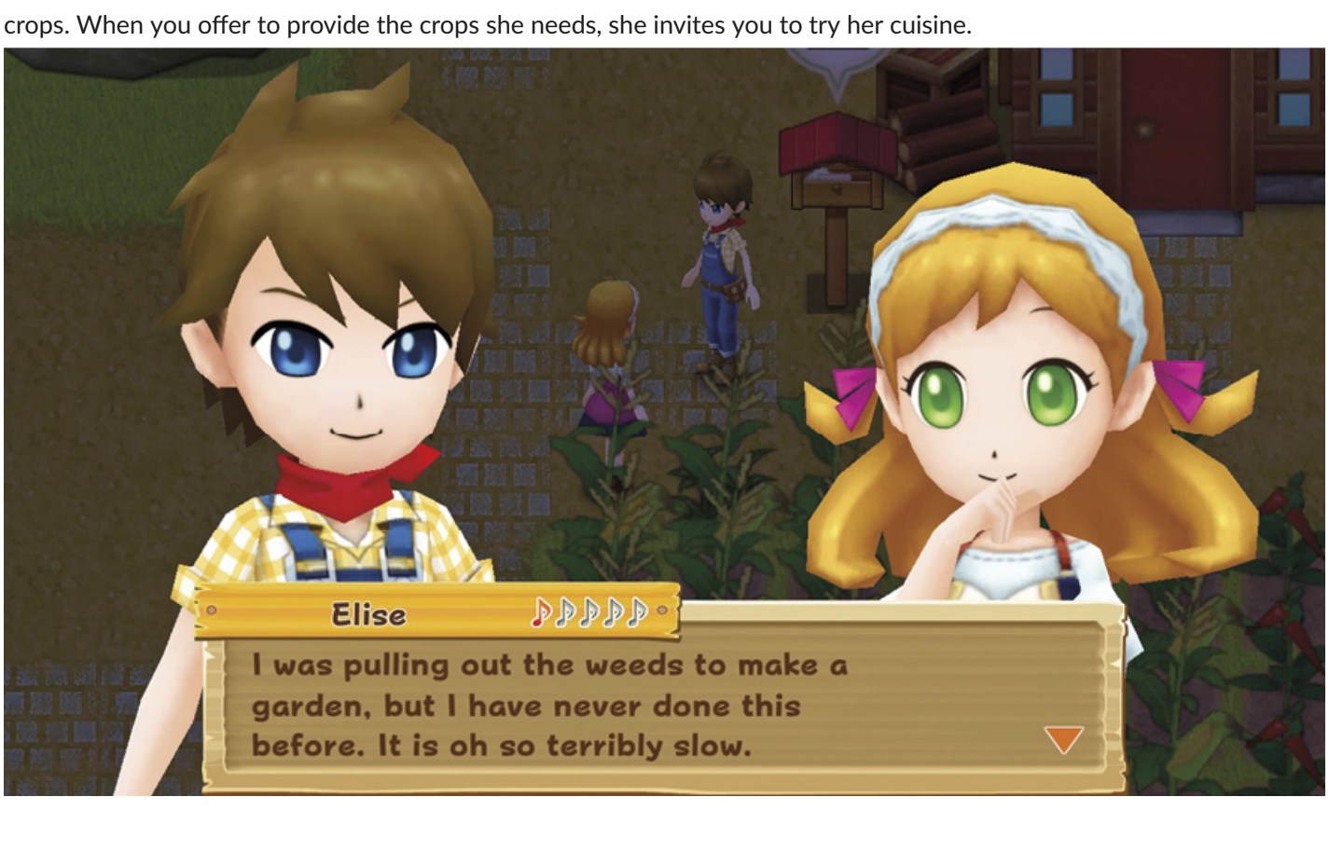


Elise is the daughter of Bastian and is a chef-in-training at Bastian's Restaurant. She's a hardworking girl who aspires to cook with the freshest ingredients while doing as much on her own as possible. Elise is most commonly found at the restaurant or in Beacon Town Square. She's a formidable competitor in the Cooking Contest.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | Any | Exit your house. | "You're the best chef around!" |
| ♪♪ | Any | Visit the beach. | "I look forward to it!" |

1. Elise is straining to pull weeds in effort to create a garden. It turns out there's a lot Elise doesn't know about growing crops. When you offer to provide the crops she needs, she invites you to try her cuisine.



I was pulling out the weeds to make a garden, but I have never done this before. It is oh so terribly slow.

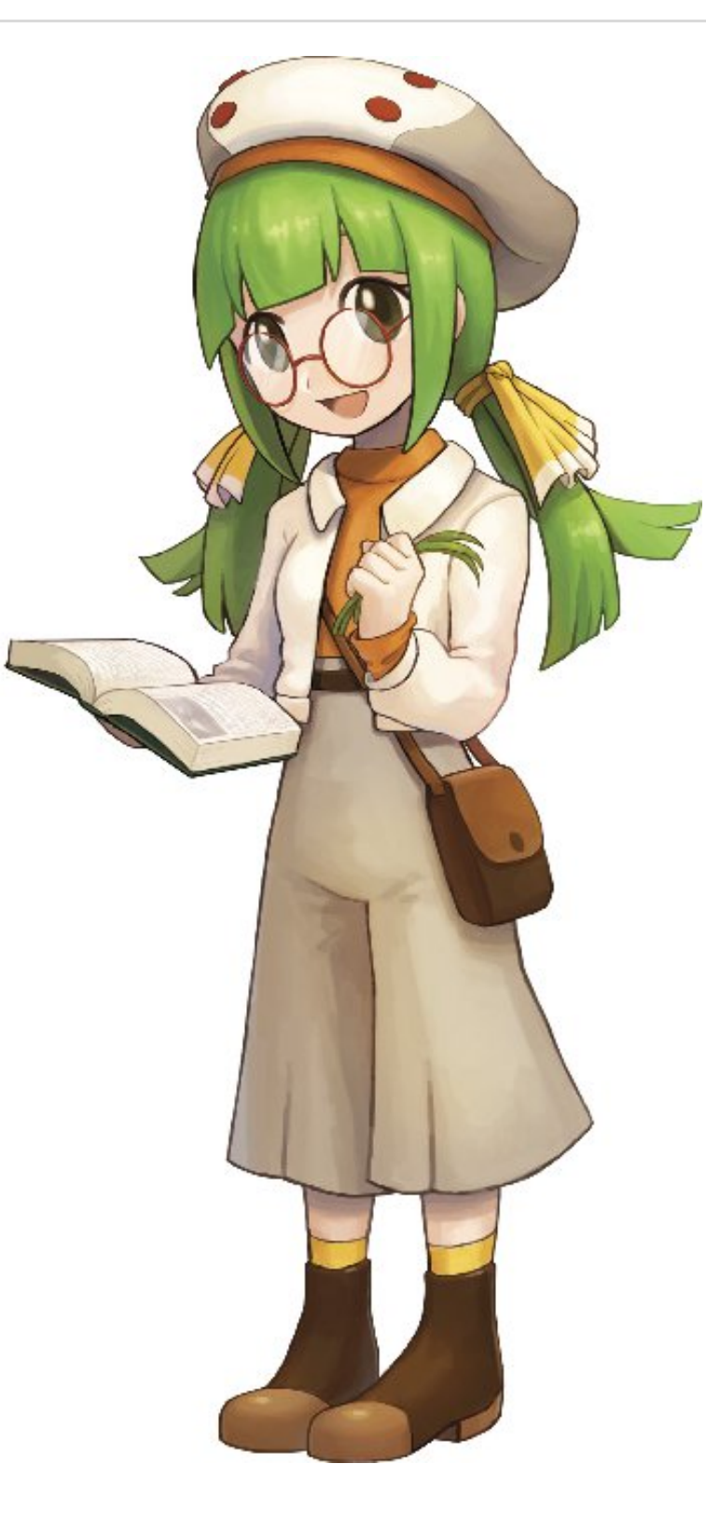
2. You find Elise on the fishing pier at the beach trying to catch her own fish, in hopes of saving money with fresh seafood. The only problem is, she's not very good at fishing.

### Elise's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Cuisine 1 | Strawberry x3 | Peach Pie Recipe, Flour x4 |
| 2 | Cuisine 2 | Milk x2 | No-Bake Cheesecake Recipe, Flour x4 |
| 3 | Cuisine 3 | Corn x3 | Strawberry Mille-Feuille Recipe, Cornmeal x4 |
| 4 | Cuisine 4 | Egg x2 | Napolitan Recipe, Cornmeal x4 |
| 5 | Cuisine 5 | Carrot x3 | Pumpkin Potage Recipe, Durum Wheat Flour x4 |
| 6 | Cuisine 6 | Great Milk x2 | Green Smoothie Recipe, Durum Wheat Flour x4 |
| 7 | Cuisine 7 | Apple x3 | Fish Burger Recipe, Barley Flour x4 |
| 8 | Cuisine 8 | Great Egg x2 | Fish & Chips Recipe, Barley Flour x4 |
| 9 | Cuisine 9 | Purple Asparagus x3 | Mixed Berry Cake Recipe, Rye Flour x4 |
| 10 | Cuisine 10 | Ultimate Milk x2 | Watermelon Punch Recipe, Rye Flour x4 |
| 11 | Spring Cuisine 1 | Strawberry x4 | Blueberry Pie x1 |
| 12 | Spring Cuisine 2 | Great Egg x2 | Great Mayonnaise x3 |
| 13 | Summer Cuisine 1 | Tomato x4 | Fish Burger x1 |
| 14 | Summer Cuisine 2 | Great Egg x2 | Great Yogurt x3 |
| 15 | Fall Cuisine 1 | Rainbow Trout x4 | Bagna Cauda x1 |
| 16 | Fall Cuisine 2 | Great Egg x2 | Great Mayonnaise x3 |
| 17 | Winter Cuisine 1 | Pumpkin x4 | Rainbow Trout En Croute x1 |
| 18 | Winter Cuisine 2 | Great Milk x2 | Great Yogurt x3 |

## Jeanne

| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 7 | Seashells | Ore |

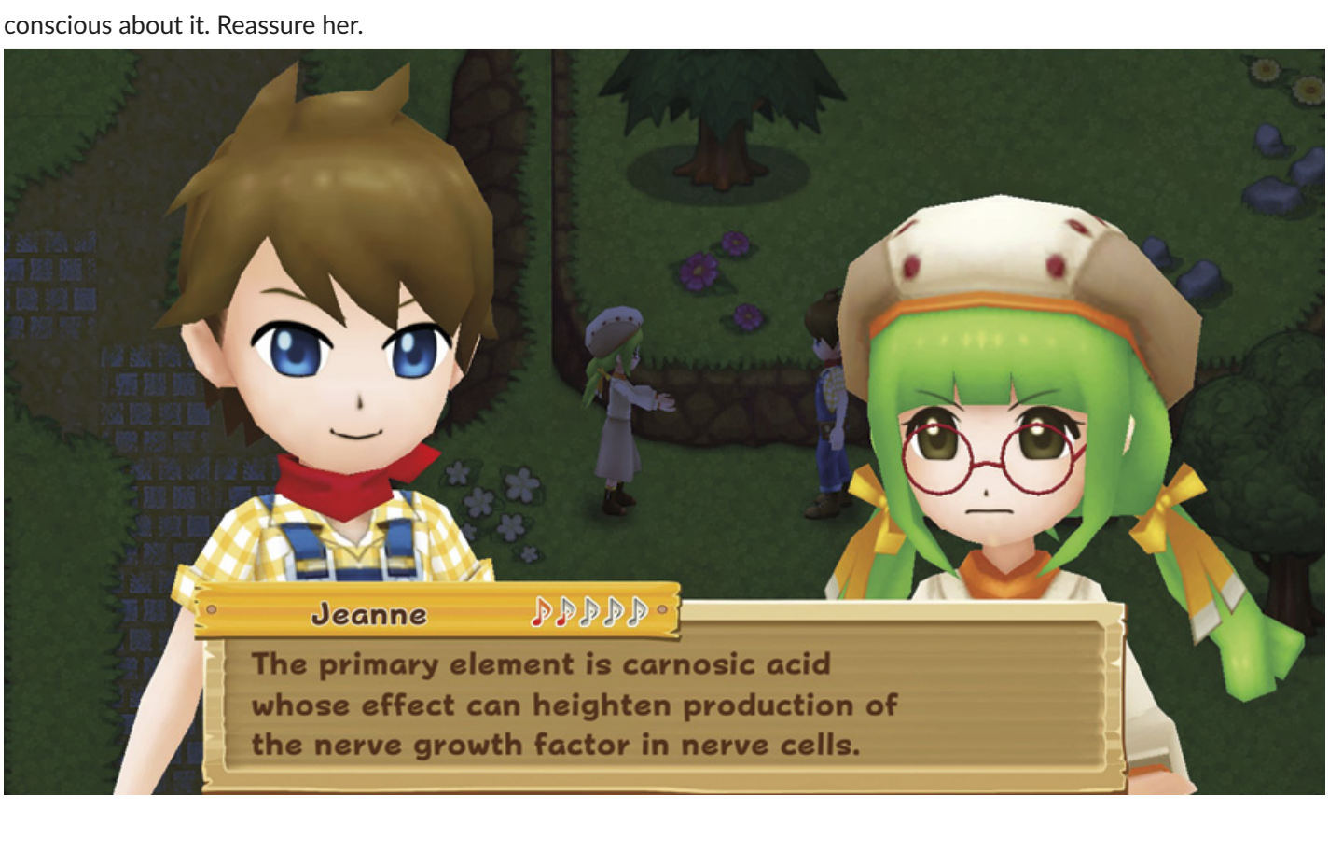


Jeannie is the latest in a long line of family lighthouse keepers who've lived on the island. She resides in a house at the lighthouse overlook and is quite busy training as an herbal doctor, as she's relied upon by the other townsfolk for any medical emergency. Jeanne can be hard to find, since she doesn't often stroll around the island, but you can find her in the mountain on Friday afternoons and near the lighthouse overlook on Sundays.

### Friendship Events

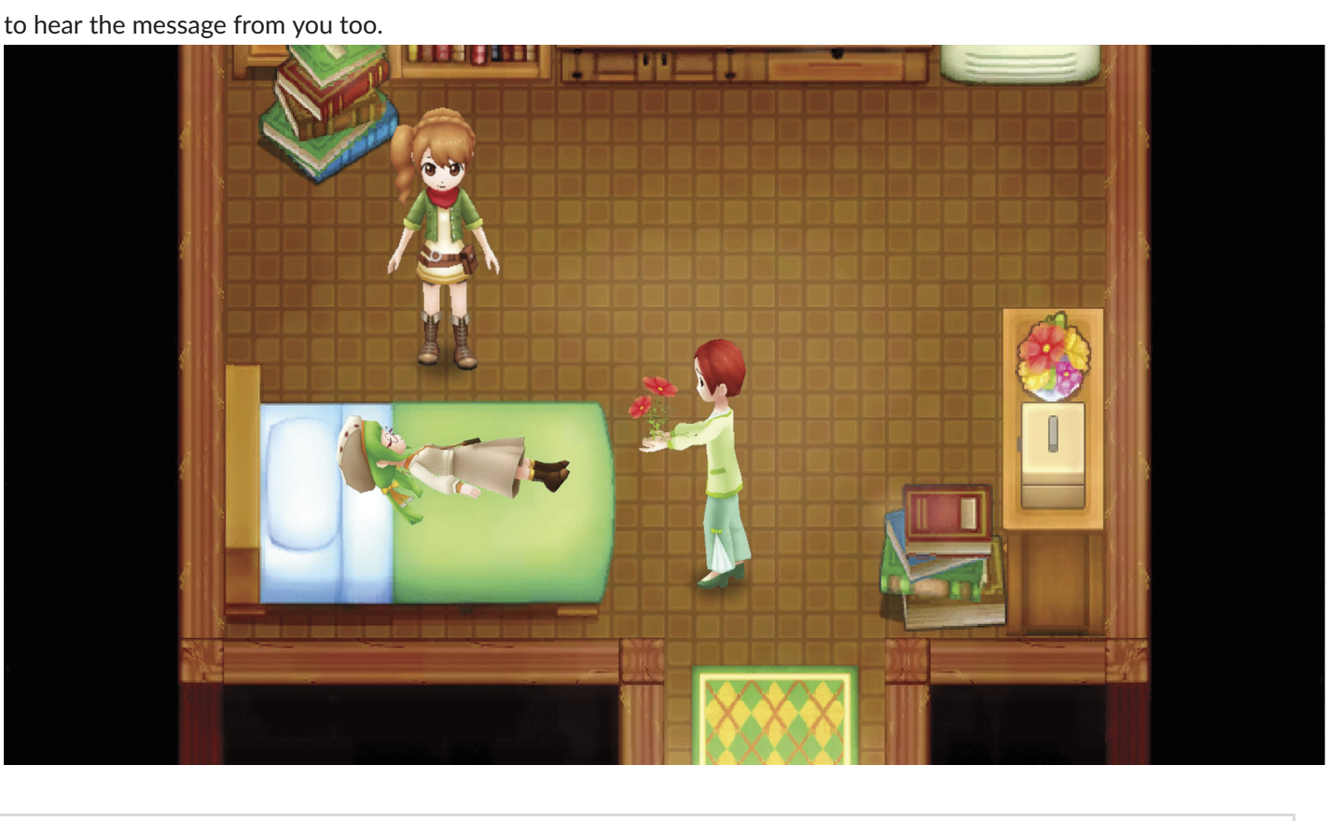
| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | Any | Visit the lighthouse overlook. | "Seems pretty complicated." |
| ♪♪ | 2:00 p.m. to 9:00 p.m. | Visit Jeanne's house. | "You should get more rest." |

1. Jeanne is looking for medicinal plants and is quite happy to explain how she tries to keep the islanders healthy with preventive herbal treatments. She tends to talk a lot about the scientific benefits of different edibles but gets self-conscious about it. Reassure her.



The primary element is carnosic acid whose effect can heighten production of the nerve growth factor in nerve cells.

2. Jeanne has fallen ill due to her habit of working too hard and not taking time to eat healthy. Fortunately, Sofia shows up with some Milk and Eggs from her farm, and Carol arrives with flowers. Everyone wants Jeanne to rest, and she needs to hear the message from you too.

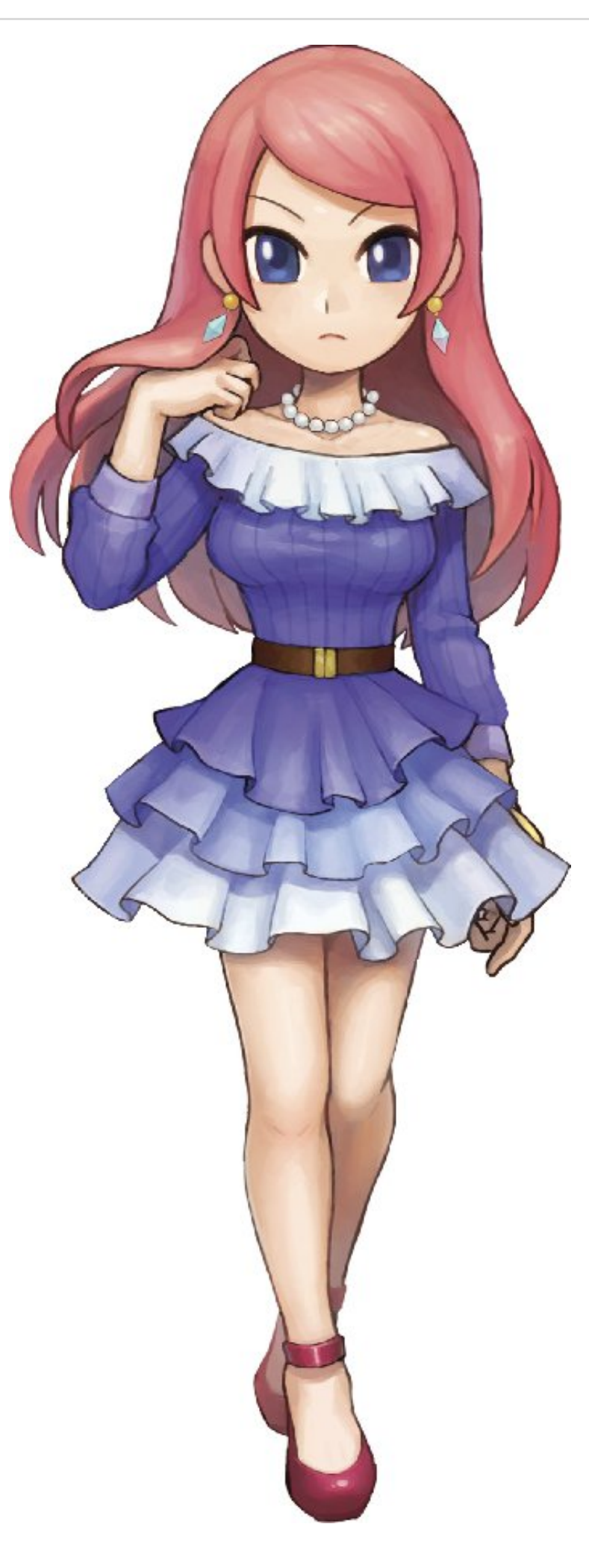


### Jeanne's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Tonic 1 | Celery x1 | Cabbage Seeds x10 |
| 2 | Tonic 2 | Onion x2 | Celery Seeds x10 |
| 3 | Tonic 3 | Tomato x2 | Marguerite Seeds x10 |
| 4 | Tonic 4 | Wheat x4 | Tulip Seeds x10 |
| 5 | Tonic 5 | Hot Pepper x4 | Fodder Corn Seeds x10 |
| 6 | Tonic 6 | Carrot x4 | Durum Wheat Seeds x10 |
| 7 | Tonic 7 | Spinach x4 | Carnation Seeds x10 |
| 8 | Tonic 8 | Broccoli x4 | Viola Seeds x10 |
| 9 | Tonic 9 | Broccolini x4 | Scallion Seeds x10 |
| 10 | Tonic 10 | Cranberry x4 | San Marzano Seeds |
| 11 | Spring Tonic 1 | Onion x4 | White Tulip Seeds x10 |
| 12 | Spring Tonic 2 | Scallion x2 | Purple Asparagus Seeds x10 |
| 13 | Summer Tonic 1 | Tomato x4 | Yellow Dahlia Seeds x10 |
| 14 | Summer Tonic 2 | San Marzano x2 | Brown Carrot Seeds x10 |
| 15 | Fall Tonic 1 | Pumpkin x4 | Sunny Red Seeds x10 |
| 16 | Fall Tonic 2 | Zucchini x2 | Giant Potato Seeds x10 |
| 17 | Winter Tonic 1 | Broccoli x4 | Purple Pansy Seeds x10 |
| 18 | Winter Tonic 2 | Evergreen x2 | Purple Potato Seeds x10 |

## Melanie

| Birthday | Favorite | Dislikes |
|---|---|---|
| Summer 21 | Animal Fur | Watermelon |

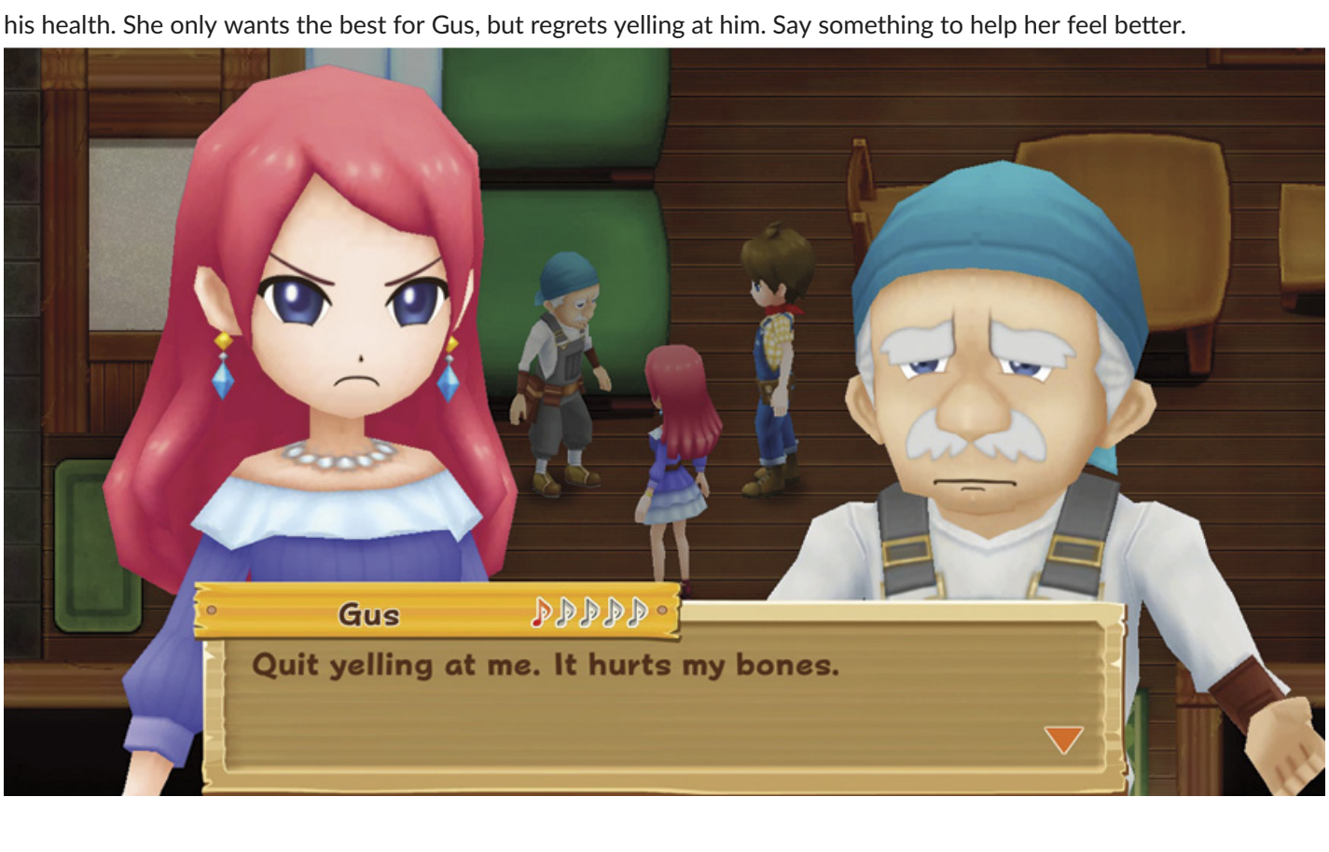


Melanie has left the big city life behind to live with her grandfather, Gus, on the island. She's an aspiring fashion designer who tries to eat healthy and take long walks in the mountains. Melanie is at Gus's Smithy most hours of the week, except when she takes walks along the beach or is found gazing across the mountain lake.

### Friendship Events

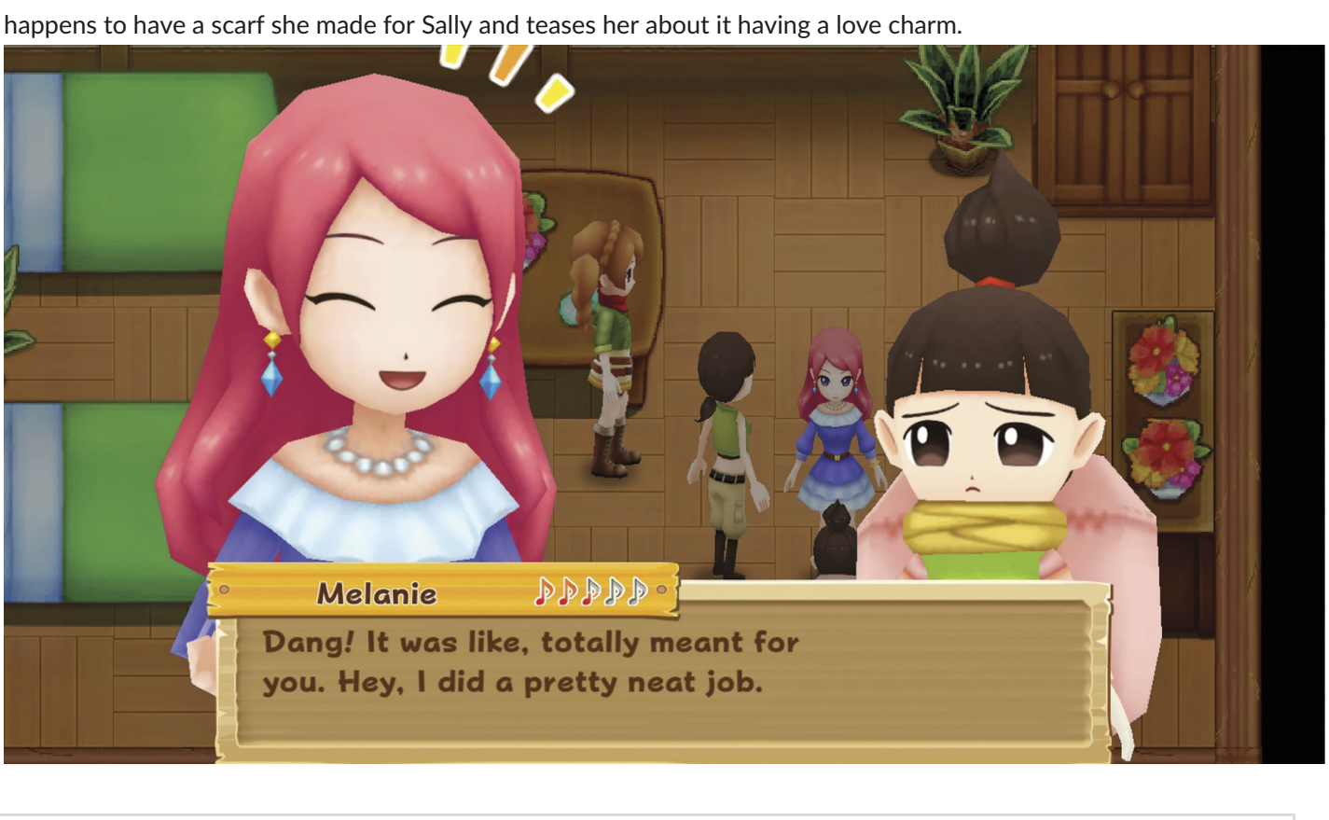
| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | 6:00 a.m. to 6:00 p.m. | Visit Gus's Smithy. | "You can apologize later." |
| ♪♪ | 10:00 a.m. to 8:00 p.m. | Visit Carol's Flowers. | "Can you make me one too?" |

1. Gus was found stuck between two boulders in the mine, and Melanie is upset to hear that her grandfather was risking his health. She only wants the best for Gus, but regrets yelling at him. Say something to help her feel better.



Quit yelling at me. It hurts my bones.

2. Melanie has come to Carol's Flowers to buy flowers for Gus. You're there when Naomi and Sally visit too. Melanie happens to have a scarf she made for Sally and teases her about it having a love charm.



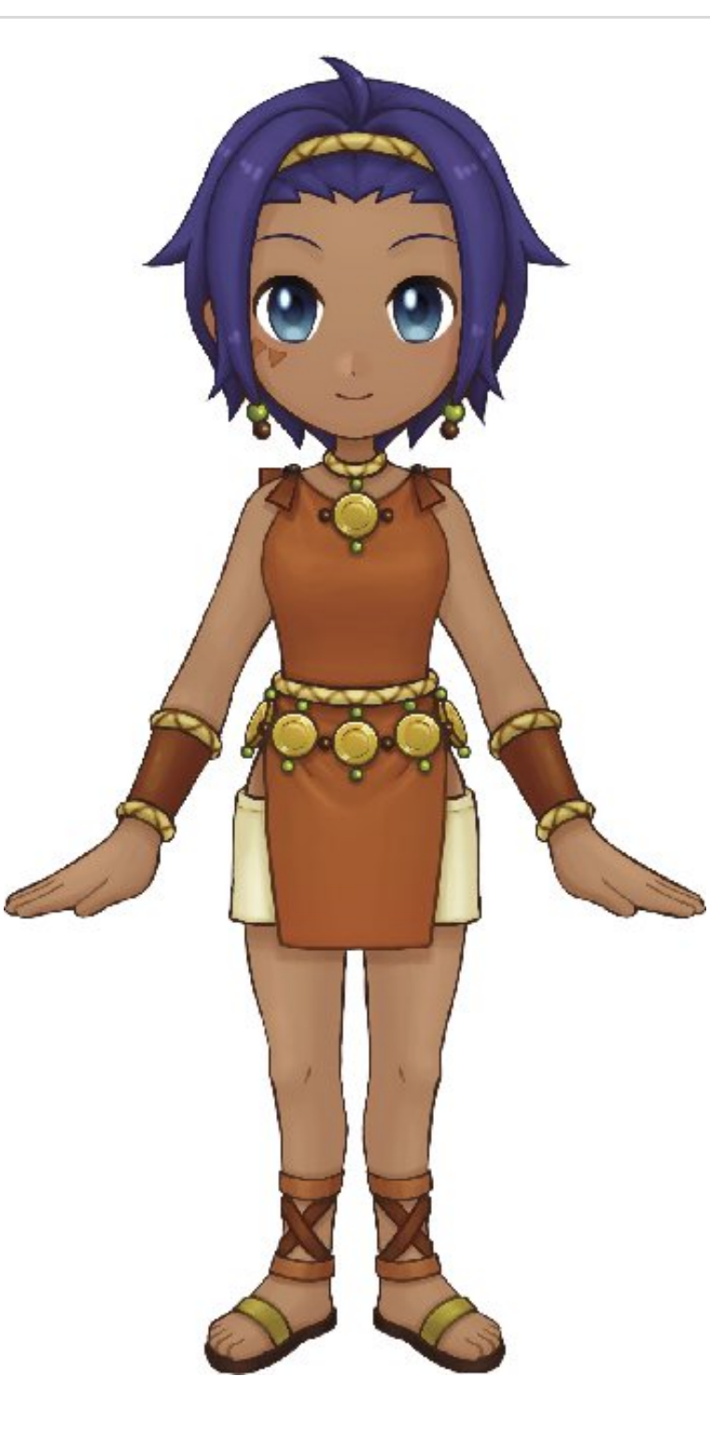
Dang! It was like, totally meant for you. Hey, I did a pretty neat job.

### Melanie's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Latest Look 1 | Wool x2 | 750G |
| 2 | Latest Look 2 | Wool x4 | 1,200G |
| 3 | Latest Look 3 | Donkey Fur x2 | 1,500G |
| 4 | Latest Look 4 | Donkey Fur x4 | 2,250G |
| 5 | Latest Look 5 | Wool x2, Donkey Fur x2 | 3,000G |
| 6 | Latest Look 6 | Great Wool x2, Great Donkey Fur x2 | 4,500G |
| 7 | Latest Look 7 | Cotton Candy Wool x2 | 4,500G |
| 8 | Latest Look 8 | Silky Fur x2 | 10,500G |
| 9 | Latest Look 9 | Cotton Candy Wool x3, Silky Fur x3 | 10,500G |
| 10 | Latest Look 10 | Supreme Wool x1, Supreme Donkey Fur x1 | 15,000G |
| 11 | Latest Spring Look 1 | Great Wool x2, Cotton Candy Wool x2 | 4,500G |
| 12 | Latest Spring Look 2 | Great Wool x2 | 4,500G |
| 13 | Latest Summer Look 1 | Donkey Fur x2, Silky Fur x2 | 4,500G |
| 14 | Latest Summer Look 2 | Great Donkey Fur x2 | 4,500G |
| 15 | Latest Fall Look 1 | Cotton Candy Wool x1, Silky Fur x3 | 4,500G |
| 16 | Latest Fall Look 2 | Great Wool x2 | 4,500G |
| 17 | Latest Winter Look 1 | Cotton Candy Wool x3, Silky Fur x1 | 4,500G |
| 18 | Latest Winter Look 2 | Great Donkey Fur x2 | 4,500G |

## Nova

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 24 | Oranges | Bamboo Shoots, Mushrooms |

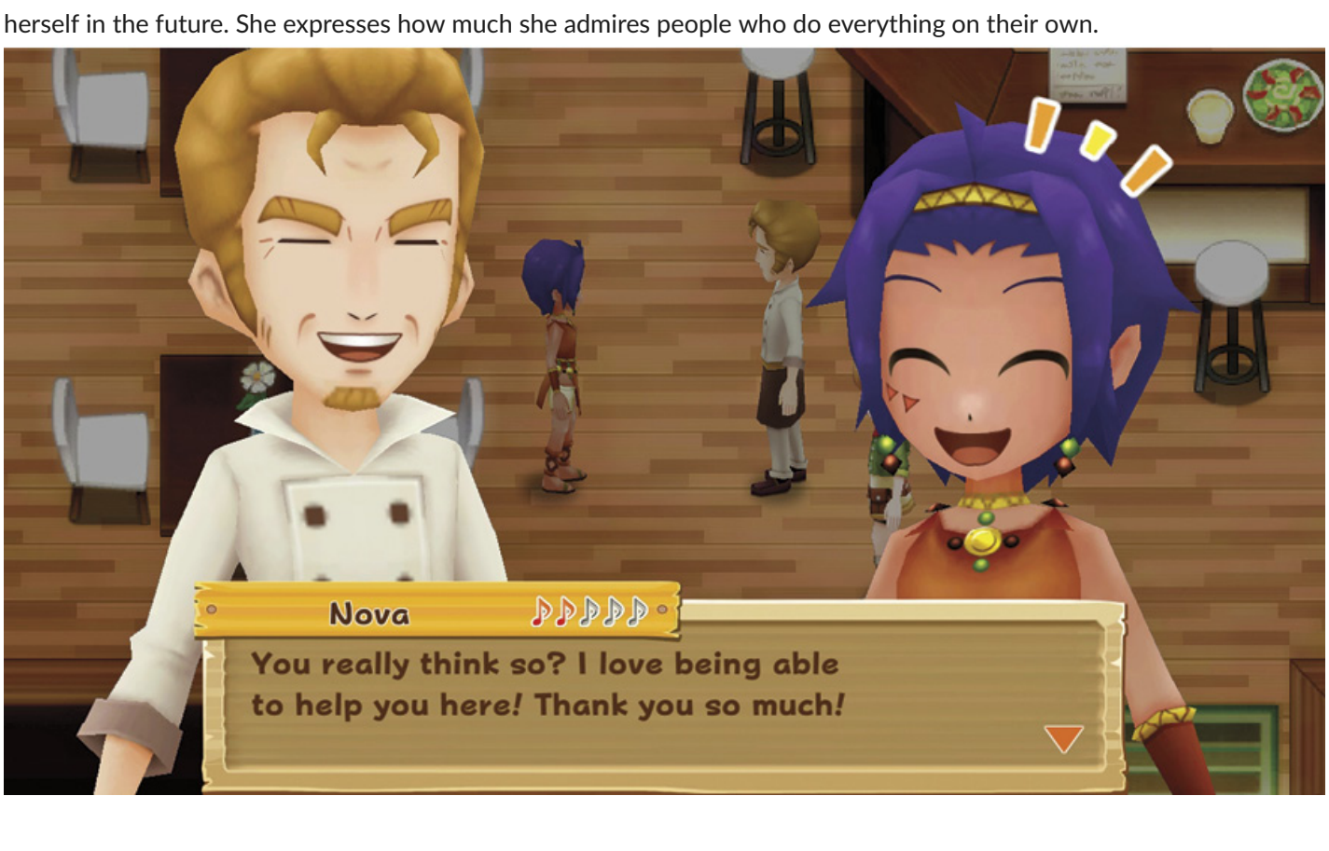


The mysterious girl named Nova is a relative newcomer to the island, without much known history. She lives in a stone hut on the mountain, south of the Hot Springs, and is often found walking among the nearby trees. Nova is a fiercely independent girl and eager to strike out on her own. She operates a summertime snack shop on the beach.

### Friendship Events

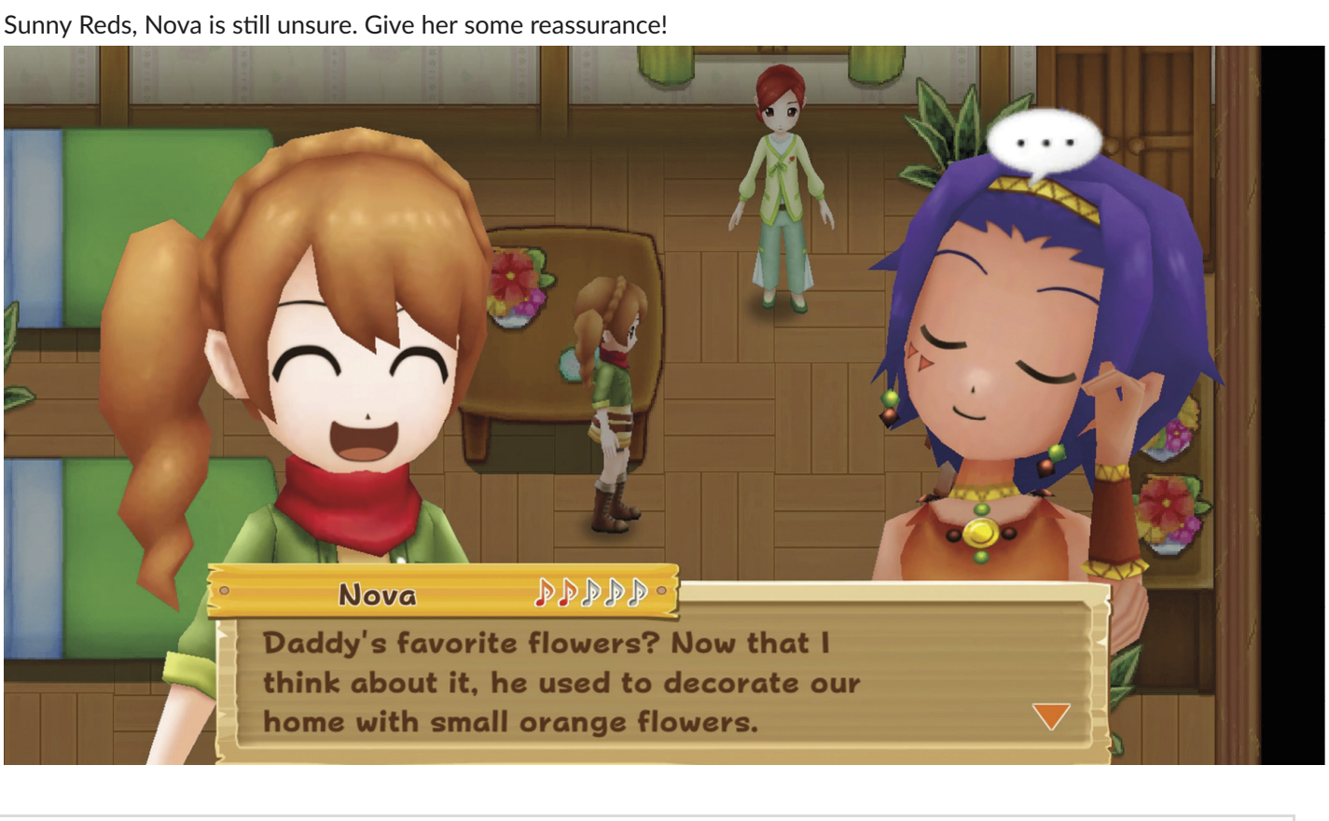
| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | 10:00 a.m. to 8:00 p.m. | Visit Bastian's Restaurant. | "But you should stay the way you are." |
| ♪♪ | 10:00 a.m. to 8:00 p.m. | Visit Carol's Flowers. | "It'll be fine!" |

1. Nova receives her first paycheck from Bastian and shares her desire to follow her dreams and be able to take care of herself in the future. She expresses how much she admires people who do everything on their own.



You really think so? I love being able to help you here! Thank you so much!

2. Nova wants to buy her father some flowers but isn't sure what to get him. Even when Carol recommends his favorite, Sunny Reds, Nova is still unsure. Give her some reassurance!



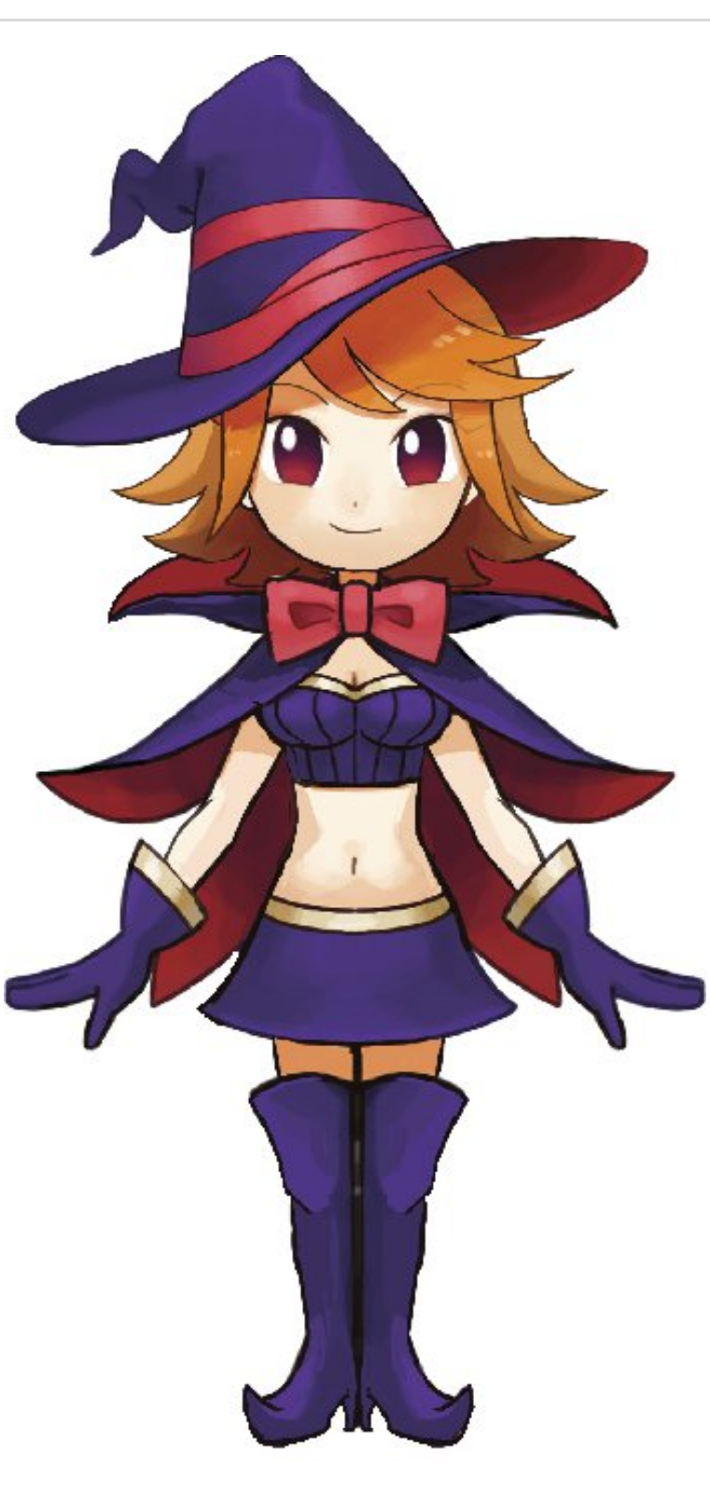
Daddy's favorite flowers? Now that I think about it, he used to decorate our home with small orange flowers.

### Nova's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Grateful 1 | Bread x1 | Iron Ore x5, Bamboo Shoot x5 |
| 2 | Grateful 2 | Perch x1 | Bronze Ore x5, Bamboo Shoot x5 |
| 3 | Grateful 3 | Egg x1 | Silver Ore x5, Bamboo Shoot x5 |
| 4 | Grateful 4 | Meuniere x1 | Crystal Ore x2, Seashell x5 |
| 5 | Grateful 5 | Pizza Toast x1 | Crystal Ore x4, Seashell x5 |
| 6 | Grateful 6 | Tomato Juice x1 | Amethyst Ore x2, Seashell x5 |
| 7 | Grateful 7 | Gratin x1 | Mithril Ore x5, Mushroom x5 |
| 8 | Grateful 8 | Whitefish En Croute x1 | Ruby Ore x2, Mushroom x5 |
| 9 | Grateful 9 | Trout Acqua Pazza x1 | Adamantite Ore x5, Seashell x5 |
| 10 | Grateful 10 | Blueberry Pie x1 | Soul Gem Ore x2, Pretty Seashell x5 |
| 11 | Spring Grateful 1 | Strawberry Mille-Feuille x1 | Silver Ore x10, Bamboo Shoot x2 |
| 12 | Spring Grateful 2 | Strawberry x1 | Agate Ore x2, Bamboo Shoot x2 |
| 13 | Summer Grateful 1 | Vichyssoise x1 | Mithril Ore x5, Seashell x2 |
| 14 | Summer Grateful 2 | Potato x1 | Ruby Ore x2, Seashell x2 |
| 15 | Fall Grateful 1 | Blueberry Juice x1 | Bronze Ore x10, Mushroom x2 |
| 16 | Fall Grateful 2 | Blueberry x1 | Moonstone Ore x2, Mushroom x2 |
| 17 | Winter Grateful 1 | Margherita Pizza x1 | Orichalcum Ore x5, Poinsettia x2 |
| 18 | Winter Grateful 2 | Cod x1 | Sapphire Ore x2, Poinsettia x2 |

## Tabitha

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 28 | Grapefruit | Cabbage |

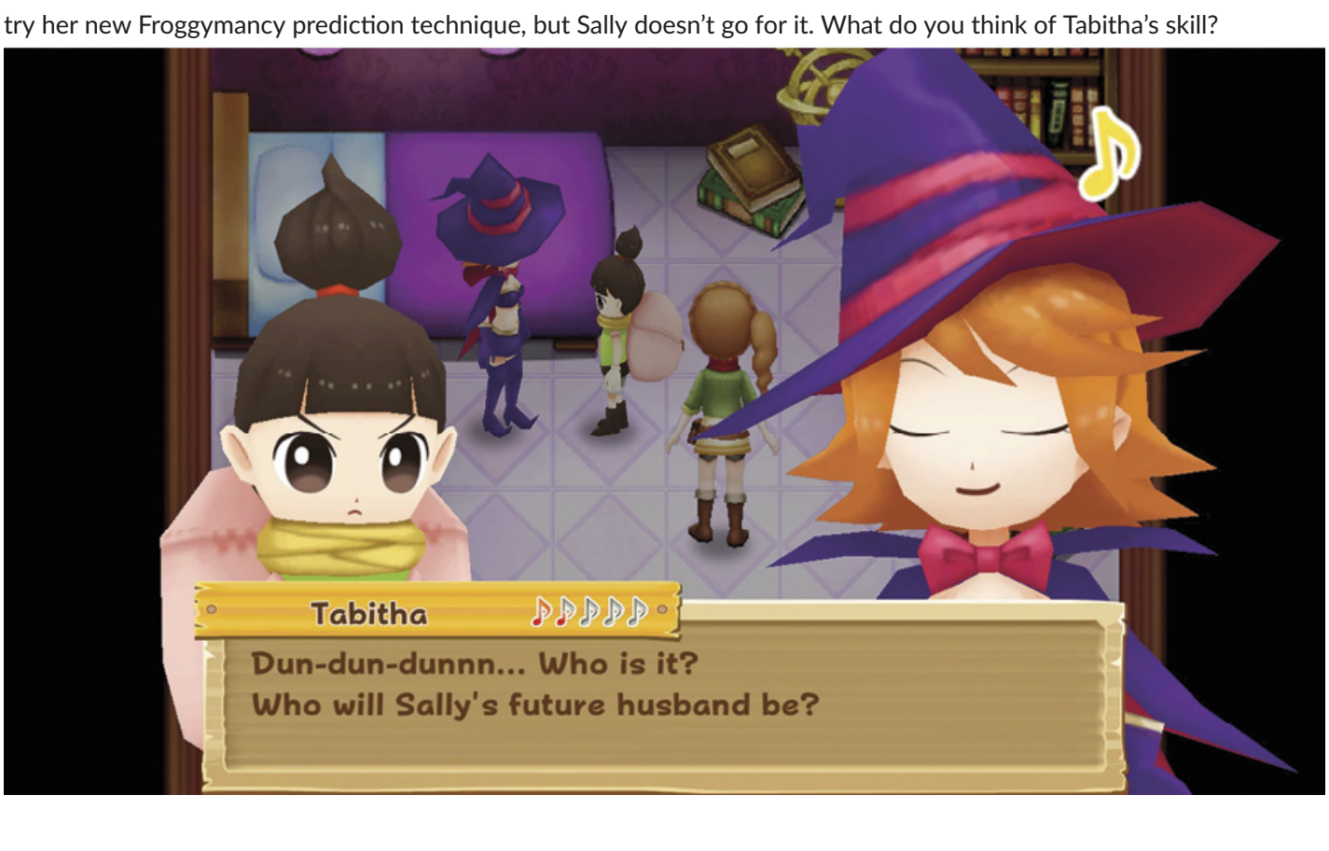


Tabitha is the world's greatest witch! And she tells you so every chance she gets. She's also an apprentice working under Edmond. She lives across the stream in Beacon Town, just east of Bastian's Restaurant, but you're unlikely to see her during the day, as she and the other mages like to stay up late, and sleep in. Tabitha serves as the island's chief fortune-teller and is quite friendly to everyone except Gareth.

### Friendship Events

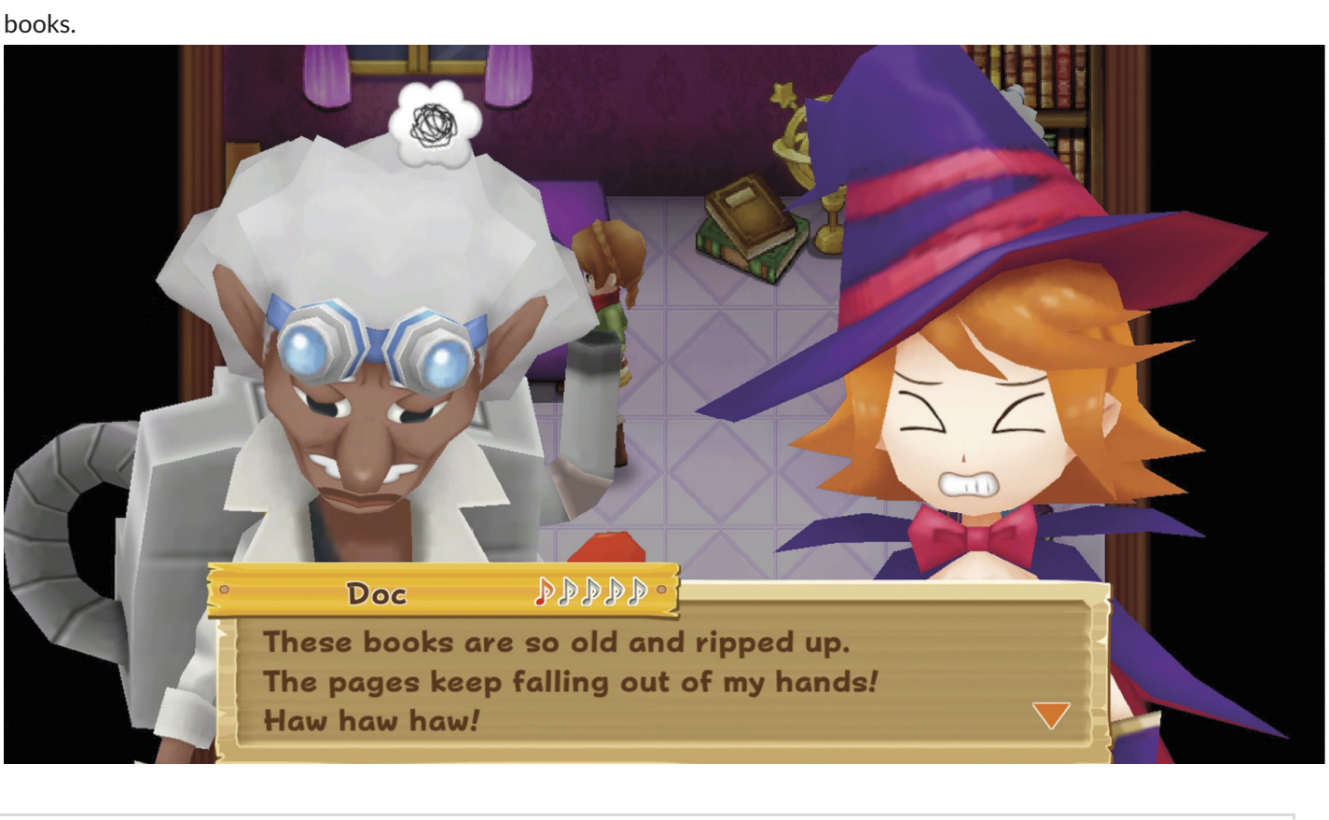
| Affection | Conditions | Time | Trigger | Best Response |
|---|---|---|---|---|
| ♪ | Any | 5:00 p.m. to 9:00 p.m. | Visit Tabitha's house. | "Can you really tell?" |
| ♪♪ | Any | 5:00 p.m. to 9:00 p.m. | Visit Tabitha's house. | "You must study hard..." |

1. Sally wants Tabitha to predict who she'll marry, but she's not too pleased with the results. Tabitha encourages Sally to try her new Froggymancy prediction technique, but Sally doesn't go for it. What do you think of Tabitha's skill?



Dun-dun-dunnn... Who is it? Who will Sally's future husband be?

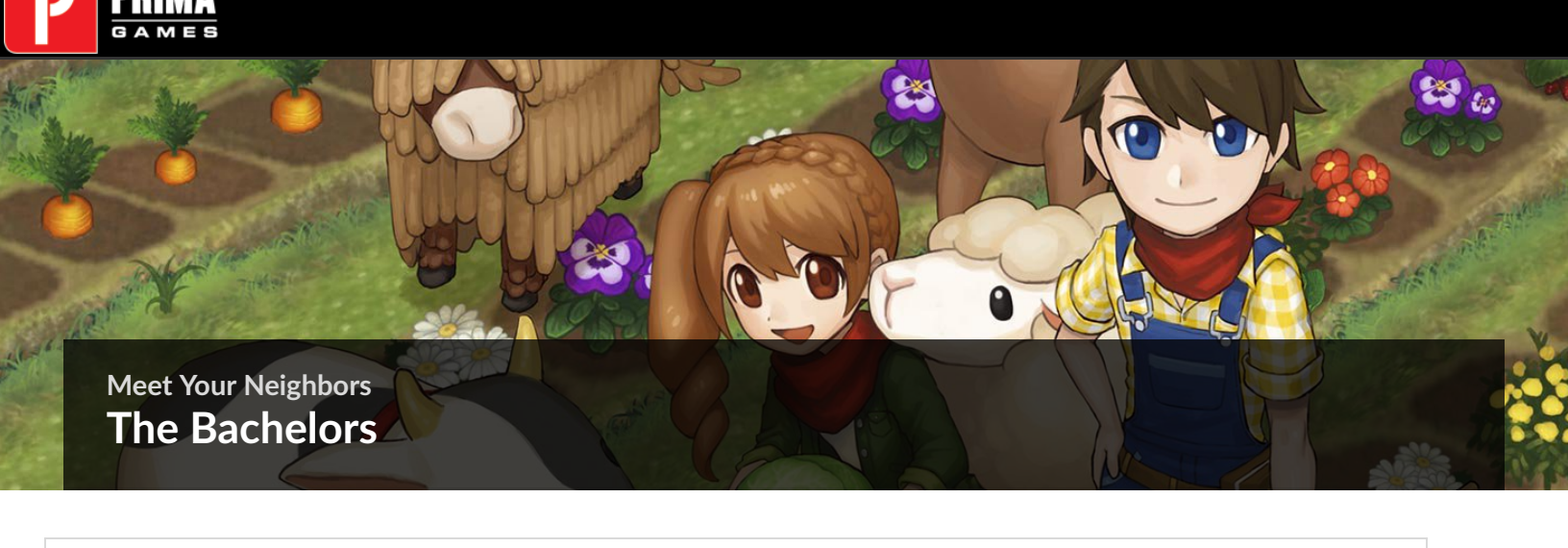
2. Tabitha wonders if you've come to drink a potion that will turn you into a frog. Doc arrives to borrow a book but is upset by how damaged and old the tomes are, prompting you to comment on how much Tabitha spends studying magic books.



These books are so old and ripped up. The pages keep falling out of my hands! Haw haw haw!

### Tabitha's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Antics 1 | Glass Material x1 | Yellow Tulip Seeds x5, White Tulip Seeds x5 |
| 2 | Antics 2 | Glass Material x2 | Yellow Dahlia Seeds x5, White Dahlia Seeds x5 |
| 3 | Antics 3 | Glass Material x5 | Great Animal Feed x20 |
| 4 | Antics 4 | Agate Ore x2 | Great Animal Feed x30 |
| 5 | Antics 5 | Crystal Ore x2 | Fertilizer x10, Celery Blend x10 |
| 6 | Antics 6 | Crystal Ore x4 | Fertilizer x10, Pepper Blend x10 |
| 7 | Antics 7 | Opal Ore x2 | Purple Pansy Seeds x20 |
| 8 | Antics 8 | Moonstone Ore x2 | Delicious Animal Feed x20 |
| 9 | Antics 9 | Sapphire Ore x1 | Growth Promoter Ex x10 |
| 10 | Antics 10 | Diamond Ore x1 | Miracle Potion x2 |
| 11 | Spring Antics 1 | Agate x2 | Delicious Animal Feed 10 |
| 12 | Spring Antics 2 | Pink Diamond x1 | Retention Agent Super x10 |
| 13 | Summer Antics 1 | Jade x2 | Delicious Animal Feed x10 |
| 14 | Summer Antics 2 | Peridot x1 | Growth Promoter Super x10 |
| 15 | Fall Antics 1 | Moonstone x2 | Delicious Animal Feed x10 |
| 16 | Fall Antics 2 | Ruby x1 | Retention Agent Super x10 |
| 17 | Winter Antics 1 | Fluorite x2 | Delicious Animal Feed x10 |
| 18 | Winter Antics 2 | Sapphire x1 | Growth Promoter Super x10 |

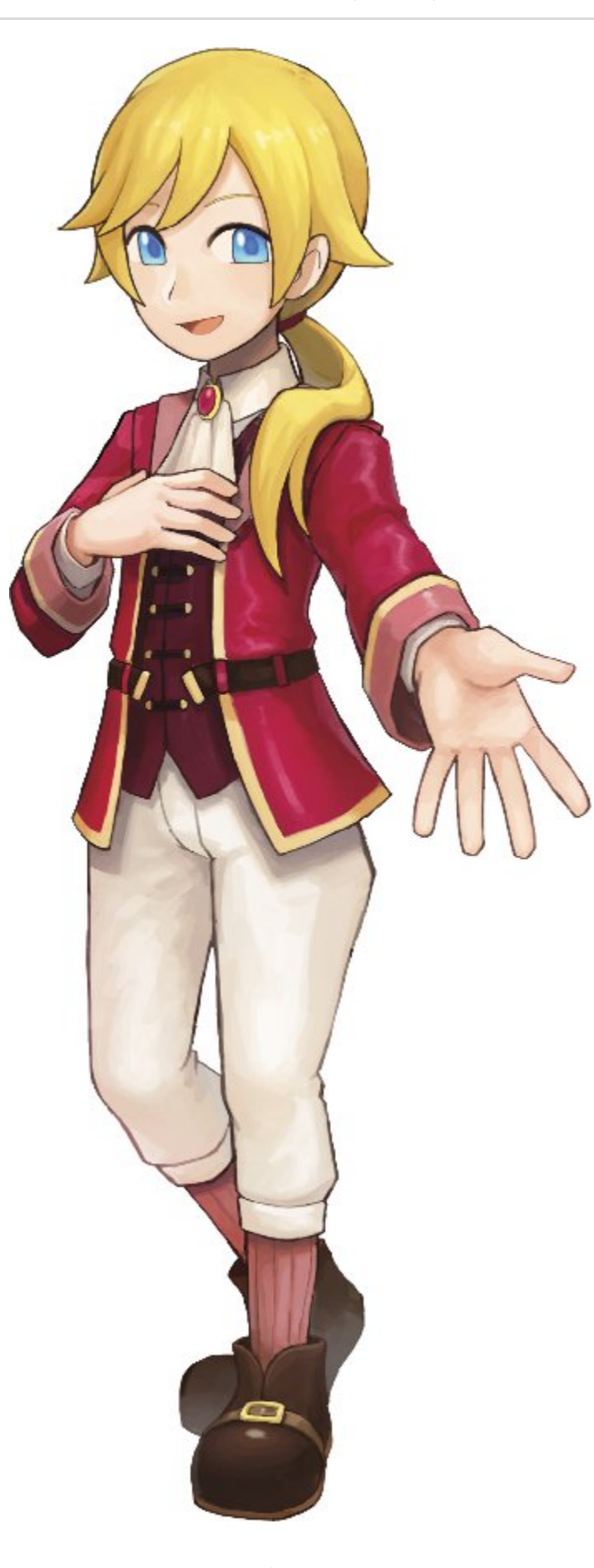


Meet Your Neighbors

# The Bachelors

## Cyril

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 14 | Yellow Dahlia | Stone, Lumber, Animal Fur |



Cyril is a young traveler in the midst of a family tradition. He's been sent to see the world and learn all he can while relying only on his smarts to survive. Fate has brought him to Beacon Town, where he's only too happy to spend his days fishing. He can often be found at Bastian's Restaurant or along the stream running through your farm.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | Any | Visit Beacon Town. | "Oh, don't flatter me." |
| ♪♪ | 6:00 a.m. to 7:00 p.m. | Visit the mountain. | "Yep, I totally understand." |

1. You encounter Cyril passed out in town, waylaid by hunger. Cyril goes on to explain the reason he's living alone on the island, the traditions of his family, and the many adventures he's had. Nevertheless, he is quite impressed with you.

Cyril ♪♪♪♪♪
I saw the beautiful landscape of this island when I was a child, and strongly wished to come here one day.

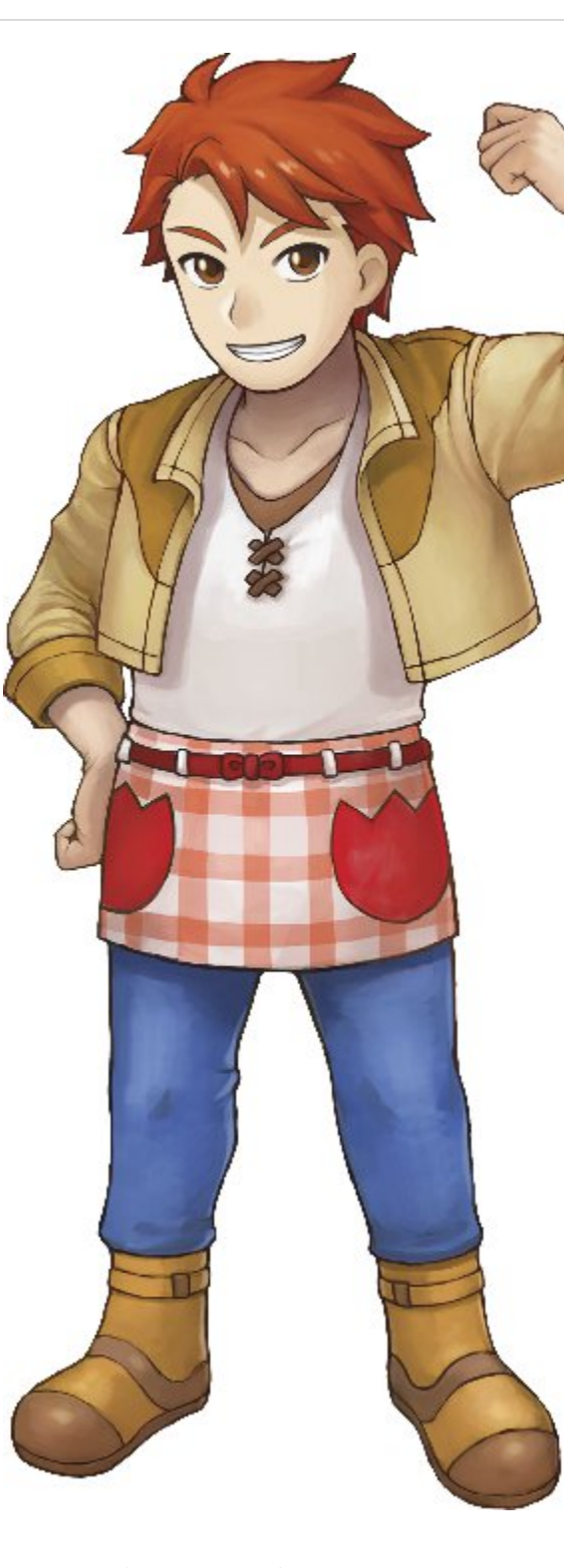
2. When you arrive in the mountains, many of the single ladies are gathered around Sofia's Livestock to watch Cyril gallop alongside the river on a horse. Afterward, Cyril admits to several surprising first-time experiences he's had. How do you react?

### Cyril's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Country Life 1 | Cornmeal x4 | Yellow Perch x2, Regular Bait Recipe, 1000G |
| 2 | Country Life 2 | Regular Bait x10 | Rainbow Trout x3, 1600G |
| 3 | Country Life 3 | Regular Bait x20 | Fodder Corn Seeds x10, Good Bait Recipe, 2000G |
| 4 | Country Life 4 | Good Bait x10 | San Marzano Seeds x10, 3000G |
| 5 | Country Life 5 | Olive Flounder x2 | Goby x3, Excellent Bait Recipe, 4000G |
| 6 | Country Life 6 | Excellent Bait x2 | Bullhead x3, 6000G |
| 7 | Country Life 7 | Excellent Bait x4 | Orange Pepper Seeds x10, Delectable Fish Feed Recipe, 6000G |
| 8 | Country Life 8 | Delectable Fish Feed x4 | Cranberry Seeds x10, Fertilizer Fish Feed Recipe, 14,000G |
| 9 | Country Life 9 | Fertilizer Fish Feed x4 | Sea Bream x2, Tropical Feed Recipe, 14,000G |
| 10 | Country Life 10 | Tropical Fish Feed x4 | Righteye Flounder x2, Ragnarok Feed Recipe, 20,000G |
| 11 | Spring Country Life 1 | Good Bait x10 | Sea Bream x2, Fertilizer Fish Feed x3, 6000G |
| 12 | Spring Country Life 2 | Delectable Fish Feed x3 | Mosquitofish x10, Good Bait x5, 6000G |
| 13 | Summer Country Life 1 | Goby x2 | Redbelly Tilapia x2, Delectable Fish Feed x3, 6000G |
| 14 | Summer Country Life 2 | Delectable Fish Feed x3 | Good Bait x5, Black Bass x10, 6000G |
| 15 | Fall Country Life 1 | Bullhead x2 | Rainbow Trout x2, Fertilizer Fish Feed x3, 6000G |
| 16 | Fall Country Life 2 | Delectable Fish Feed x3 | Piranha x4, Good Bait x5, 6000G |
| 17 | Winter Country Life 1 | Excellent Bait x2 | Cod x2, Delectable Fish Feed x3, 6000G |
| 18 | Winter Country Life 2 | Delectable Fish Feed x3 | Spotted Gar x5, Good Bait x5, 6000G |

## Dean

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 21 | Flowers | Green Peppers |



Dean is Carol's son and helps her run Carol's Flowers. He's an extraordinarily passionate young man, particularly when it comes to flowers. He not only knows the meaning of many flower species, but is constantly working to discover new specialty Fertilizers to aid in crop mutation. He spends a lot of his time inside his house, but can also be found in the mountains.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | 8:00 a.m. to 8:00 p.m. | Visit Beacon Town. | "You really like flowers, don't you?" |
| ♪♪ | 6:00 a.m. to 7:00 p.m. | Visit the mountain. | "They're really pretty." |

1. Sally has come to Dean for help picking out flowers and is surprised by his knowledge. She can't believe he knew to recommend carnations so she can apologize to her mom.

Dean ♪♪♪♪♪
In case you want to know, the carnation symbolizes "motherly love." It can also mean, "I want to see you."

2. You find Dean in the mountains, taking a walk to admire the flowers. He's practically overcome by the beauty of the flowers around him and is happy to tell you why flowers mean so much to him. He wonders if viewing the flowers fills you with courage.

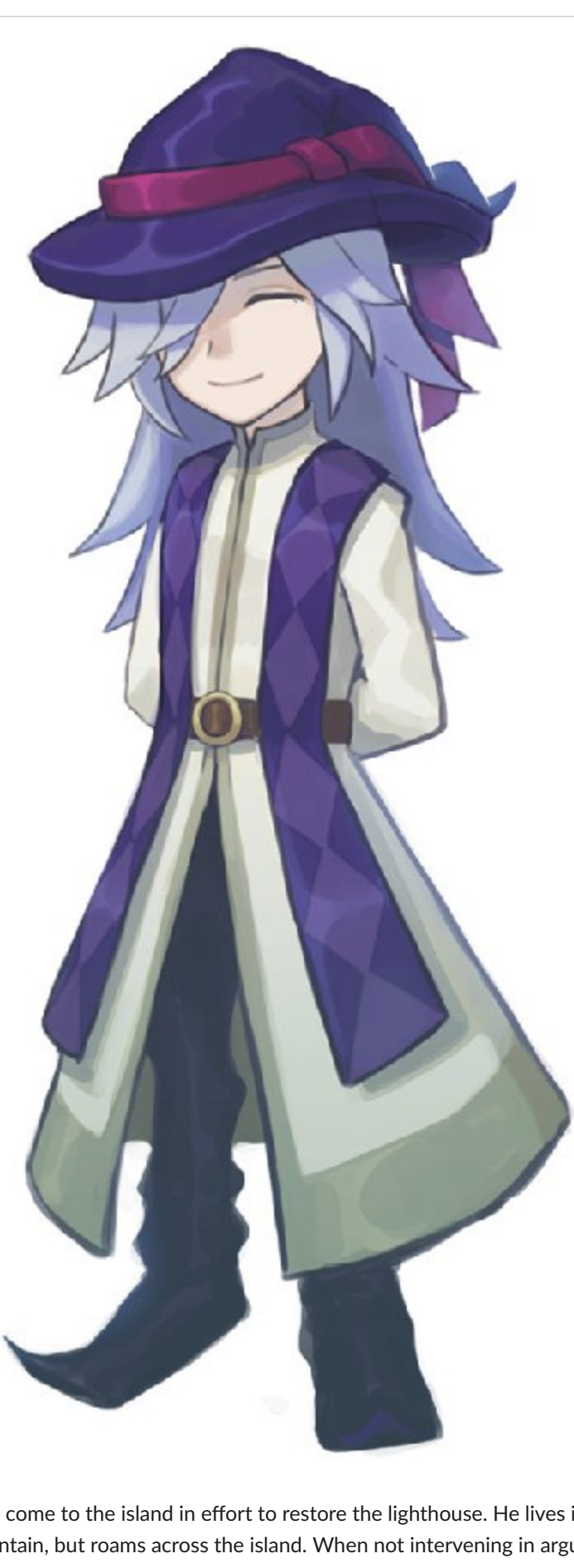
Dean ♪♪♪♪♪
My, what a big dahlia you are!
And what's this?! A sunny red?!
Now that's very rare!

### Dean's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Fertilizer 1 | Compost x5 | Growth Promoter x10 |
| 2 | Fertilizer 2 | Compost x10 | Cabbage Blend x10, Tomato Blend x10, Fertilizer Recipe Set 1 |
| 3 | Fertilizer 3 | Fertilizer x10 | Cabbage Super Blend x5, Tomato Super Blend x5 |
| 4 | Fertilizer 4 | Compost x15, Hot Pepper x2 | Pepper Blend x10, Berry Blend x10, Fertilizer Recipe Set 2 |
| 5 | Fertilizer 5 | Fertilizer x30 | Pepper Super Blend x5, Berry Super Blend x5 |
| 6 | Fertilizer 6 | Compost x6, Watermelon x2 | Asparagus Blend x10, Melon Blend x10, Fertilizer Recipe Set 3 |
| 7 | Fertilizer 7 | Compost x8, Wool x2 | Asparagus Super Blend x5, Melon Super Blend x5 |
| 8 | Fertilizer 8 | Compost x8, Seashell x2 | Growth Promoter x10, Retention Agent x10, Fertilizer Recipe Set 4 |
| 9 | Fertilizer 9 | Compost x8, Alligator Gar x2 | Growth Promoter Super x5, Retention Agent Super x5 |
| 10 | Fertilizer 10 | Compost x8, Kegling x2 | Perfect Blend x5, Melon Blend x10, Fertilizer Recipe Set 5 |
| 11 | Spring Fertilizer 1 | Fertilizer x10 | Berry Blend x10, Growth Promoter x10 |
| 12 | Spring Fertilizer 2 | Growth Promoter x2 | Tomato Blend x10, Retention Agent x10 |
| 13 | Summer Fertilizer 1 | Fertilizer x10 | Melon Blend x10, Growth Promoter x10 |
| 14 | Summer Fertilizer 2 | Retention Agent x2 | Retention Agent x10, Carrot Blend x10 |
| 15 | Fall Fertilizer 1 | Fertilizer x10 | Pumpkin Blend x10, Growth Promoter x10 |
| 16 | Fall Fertilizer 2 | Retention Agent x2 | Spinach Blend x10, Retention Agent x10 |
| 17 | Winter Fertilizer 1 | Fertilizer x10 | Broccoli Blend x10, Growth Promoter x10 |
| 18 | Winter Fertilizer 2 | Growth Promoter x2 | Celery Blend x10, Retention Agent x10 |

## Edmond

| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 2 | Agate Ore | Sweet Things |



Edmond is a master mage who's come to the island in effort to restore the lighthouse. He lives in a house high in the northeastern corner of the mountain, but roams across the island. When not intervening in arguments between Tabitha and Gareth, this contemplative mage can often be found at the lighthouse overlook or at Harvest Goddess Spring. Edmond can offer tips on what you should do.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | Any | Visit Beacon Town. | "They're quite entertaining." |
| ♪♪ | 6:00 a.m. to 7:00 p.m. | Visit the lighthouse overlook. | "When's that going to be?" |

1. Edmond overhears Gareth and Tabitha arguing and interrupts their squabble after explaining a bit about the two of them. Edmond thinks they may have calmed after meeting you. What do you think?

Edmond ♪♪♪♪♪
Hahaha.
A rowdy set of apprentices they are.

2. You encounter Edmond talking to Jeanne near the lighthouse, but she soon leaves. Edmond is in a contemplative mood and can't help but admit to the relief he felt when the light faded from the lighthouse. He has a secret to share, but now isn't the right time. Will you wait for the day he decides to tell you?

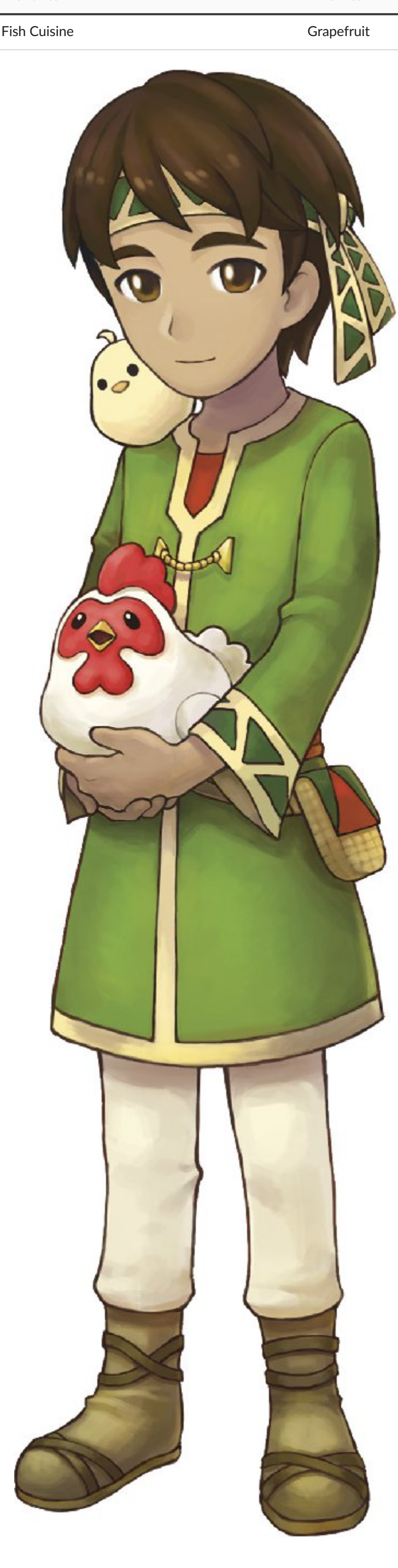
Edmond ♪♪♪♪♪
As I saw the light fade from the lighthouse and the blessing wither, I felt a sense of relief deep within me.

### Edmond's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Toils 1 | Cabbage x2 | Cabbage Seeds x10, Cabbage Blend x10 |
| 2 | Toils 2 | Celery x2 | Celery Seeds x10, Celery Blend x10 |
| 3 | Toils 3 | Green Pepper x2 | Tomato Seeds x10, Tomato Blend x10 |
| 4 | Toils 4 | Corn x2 | Green Pepper Seeds x10, Pepper Blend x10 |
| 5 | Toils 5 | Carrot x2 | Potato Seeds x10, Potato Blend x10 |
| 6 | Toils 6 | Pumpkin x2 | Spinach Seeds x10, Spinach Blend x10 |
| 7 | Toils 7 | Cabbage Blend x4 | White Celery Seeds x10, Celery Blend x10 |
| 8 | Toils 8 | Orange Pepper x4 | Asparagus Seeds x10, Asparagus Blend x10 |
| 9 | Toils 9 | Scallion Seeds x10 | Blueberry Seeds x10, Berry Blend x10 |
| 10 | Toils 10 | San Marzano Seeds x10 | Purple Asparagus Seeds x10, Asparagus Blend x10 |
| 11 | Spring Toils 1 | Great Strawberry x2 | San Marzano Seeds x10, Tomato Blend x10 |
| 12 | Spring Toils 2 | Purple Asparagus Seeds x5 | Orange Pepper Seeds x10, Pepper Blend x10 |
| 13 | Summer Toils 1 | Brown Carrot x2 | Purple Potato Seeds x10, Potato Blend x10 |
| 14 | Summer Toils 2 | Cannonball Seeds x5 | Habanero Seeds x10, Pepper Blend x10 |
| 15 | Fall Toils 1 | Giant Potato x2 | Crimson Seeds x10, Tomato Blend x10 |
| 16 | Fall Toils 2 | Habanero Seeds x5 | Huge Cabbage Seeds x10, Cabbage Blend x10 |
| 17 | Winter Toils 1 | Purple Potato x2 | Jalapeno Seeds x10, Pepper Blend x10 |
| 18 | Winter Toils 2 | Cranberry Seeds x5 | Baby Spinach Seeds x10, Spinach Blend x10 |

## Gabriel

| Birthday | Favorite | Dislikes |
|---|---|---|
| Fall 28 | Fish Cuisine | Grapefruit |



Gabriel is hard at work trying to become a master livestock herder. More comfortable talking with his cows than humans, this quiet young man lives with his mother, Sofia, and his brother Michael at Sofia's Livestock in the mountain. He seldom strays far from home, except to check in on your animals.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | 6:00 a.m. to 7:00 p.m. | Visit the mountain. | "That was really cool." |
| ♪♪ | 6:00 a.m. to 5:00 p.m. | Visit Sofia's Livestock. | "I'm cheering you on." |

1. Michael is struggling to get a stray bobcat to listen to him, but Gabriel knows how to make animals comfortable. He shows his brother how to get a bobcat to take medicine. What do you think of his ability with animals?

Michael ♪♪♪♪♪
Oh! Hey, Gabe!

2. Sofia shows you out back to where Gabriel is tending to the cows. Much to his mother's dismay, he doesn't realize a friend is there to see him. He eventually shares his dream of becoming the best livestock herder in the world.

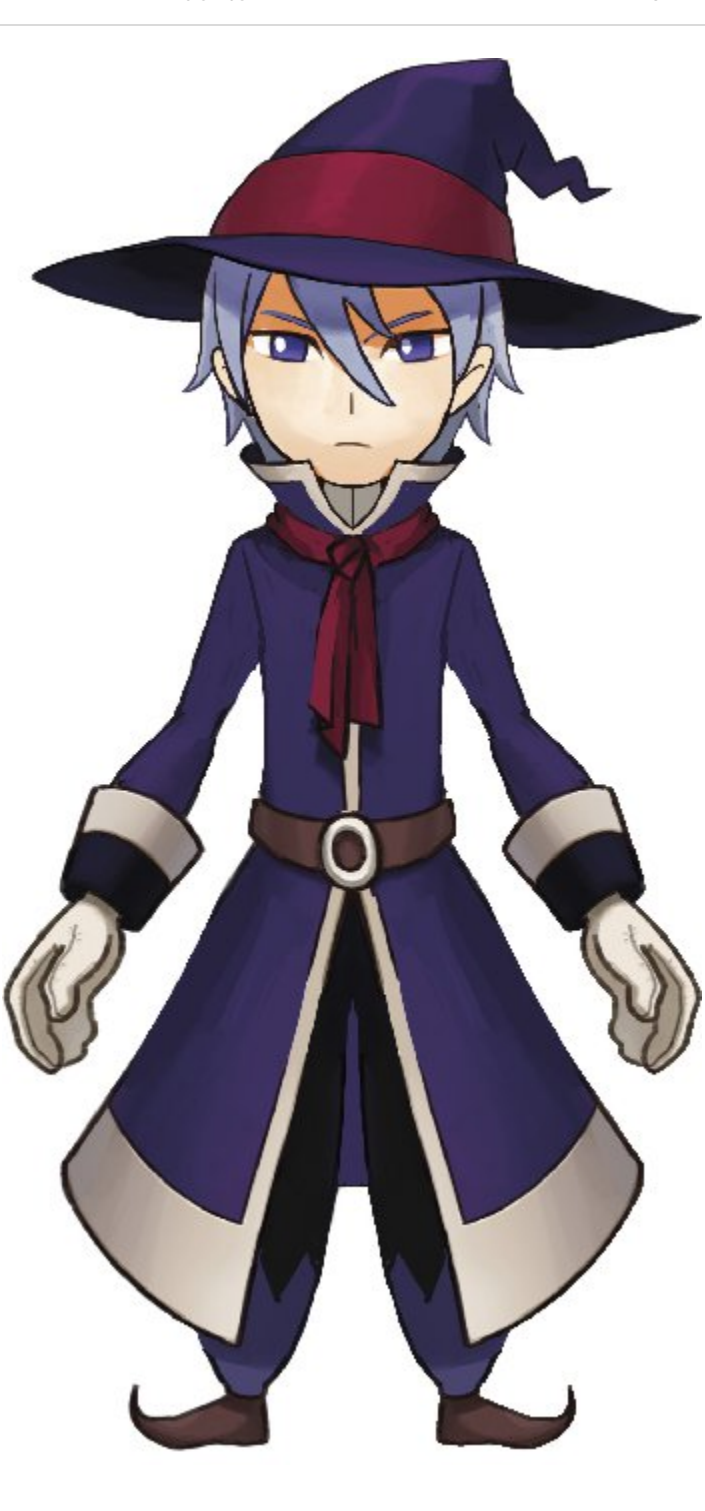
Gabriel ♪♪♪♪♪
There's no need to rush. There's more than enough grass to go around. It's okay. Chew slowly.

### Gabriel's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Animal Feed 1 | Corn x5 | Good Bait x10, Great Butter x2 |
| 2 | Animal Feed 2 | Animal Feed x10 | Good Bait x10, Great Cheese x2 |
| 3 | Animal Feed 3 | Great Animal Feed x5 | Great Egg x2, Great Yogurt x2 |
| 4 | Animal Feed 4 | Cornmeal x4 | Great Egg x2, Great Mayonnaise x2 |
| 5 | Animal Feed 5 | Fodder Cornmeal x4 | Great Wool x2 |
| 6 | Animal Feed 6 | Yellow Perch x2 | Great Donkey Fur x2 |
| 7 | Animal Feed 7 | Fodder Cornmeal x10 | Great Chocolate Milk x2 |
| 8 | Animal Feed 8 | Fodder Cornmeal x15 | Great Cotton Candy Wool x2, Great Silky Fur x2 |
| 9 | Animal Feed 9 | Delicious Animal Feed x10 | Ultimate Egg x2, Ultimate Candy Egg x2 |
| 10 | Animal Feed 10 | Alligator Gar x1 | Ultimate Milk x2, Ultimate Chocolate Milk x2 |
| 11 | Spring Animal Feed 1 | Fodder Cornmeal x5 | Great Milk x2 |
| 12 | Spring Animal Feed 2 | Cabbage x4 | Great Egg x1 |
| 13 | Summer Animal Feed 1 | Fodder Cornmeal x5 | Great Egg x2 |
| 14 | Summer Animal Feed 2 | Tomato x4 | Great Wool x1 |
| 15 | Fall Animal Feed 1 | Strawberry Jam x2 | Great Milk x2 |
| 16 | Fall Animal Feed 2 | Potato x4 | Great Cotton Candy Wool x1 |
| 17 | Winter Animal Feed 1 | Apple x2 | Great Chocolate Milk x2 |
| 18 | Winter Animal Feed 2 | Yellow Perch x2 | Great Candy Egg x1 |

## Gareth

| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 21 | Fluorite | Fish |



Gareth is the moody mage apprentice who studies under Edmond. Gareth can be difficult to get to know well, as Tabitha is always getting under his skin. Nevertheless, he's an honest man whose only fault may be in taking life too seriously at times. Gareth also works as a fortune-teller and is capable of predicting the weather if you talk to him in the evening, provided he's not at the lighthouse overlook.

### Friendship Events

| Affection | Time | Trigger | Best Response |
|---|---|---|---|
| ♪ | 6:00 a.m. to 7:00 p.m. | Visit the mountain. | "You're funny." |
| ♪♪ | 5:00 p.m. to 9:00 p.m. | Visit Gareth's house. | "Would you leave if you lost?" |

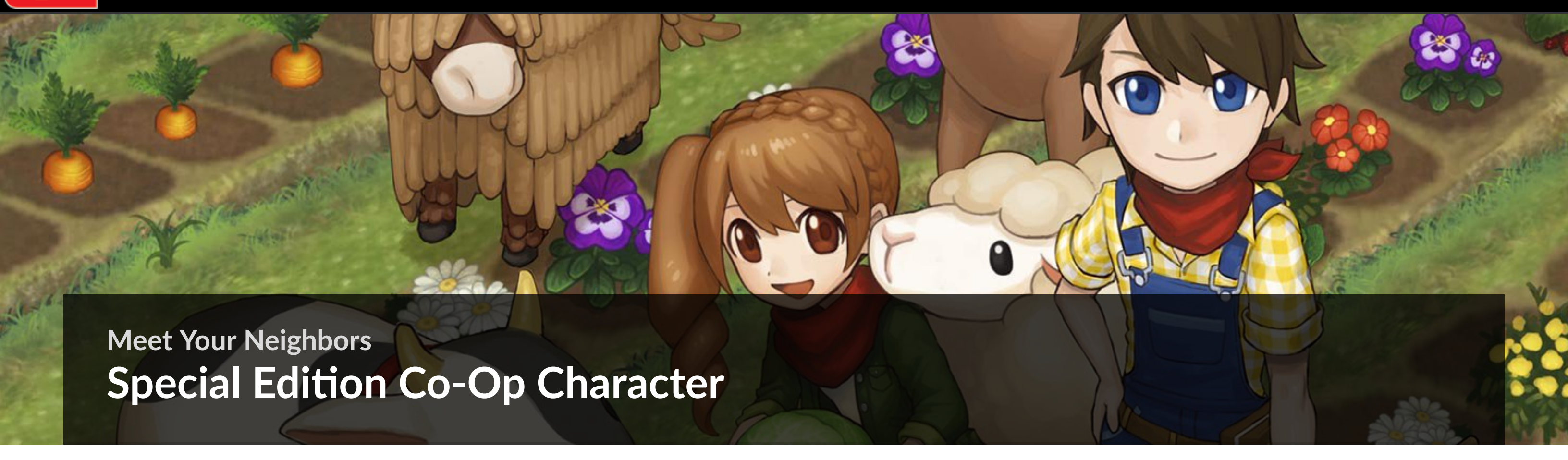
1. You find Gareth contemplating a particular situation with an Apple. Refusing to believe he dropped it, he insists the Apple fell of its own accord.

2. Gareth isn't used to having visitors in his house, but he takes the time to share some of his personal history. He doesn't have much in the way of family, but admits he often feels as if Tabitha is like an annoying older sister.

Gareth ♪♪♪♪♪
However, it is rare for anyone to visit my house. I am too accustomed to being solitary. It's strange, in a good way.

### Gareth's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Inquiry 1 | Jade x1 | Corn Seeds x10 |
| 2 | Inquiry 2 | Fluorite x1 | Fodder Corn Seeds x10 |
| 3 | Inquiry 3 | Agate x1 | Regular Bait x20 |
| 4 | Inquiry 4 | Opal x1 | Good Bait x20 |
| 5 | Inquiry 5 | Crystal x1 | Retention Agent x10, Herbicide x2 |
| 6 | Inquiry 6 | Peridot x1 | Growth Promoter x10, Herbicide x2 |
| 7 | Inquiry 7 | Moonstone x1 | Baby Asparagus Seeds x10 |
| 8 | Inquiry 8 | Onyx x1 | Tropical Feed x5 |
| 9 | Inquiry 9 | Amethyst x1 | Herbicide x2, Retention Agent EX x10 |
| 10 | Inquiry 10 | Emerald x1 | Growth Promoter EX x10, Herbicide x2 |
| 11 | Spring Inquiry 1 | Pink Diamond x1 | Fertilizer Fish Feed x5 |
| 12 | Spring Inquiry 2 | Crystal x2 | Growth Promoter x5 |
| 13 | Summer Inquiry 1 | Ruby x1 | Tropical Feed x5 |
| 14 | Summer Inquiry 2 | Crystal x2 | Melon Blend x5 |
| 15 | Fall Inquiry 1 | Diamond x1 | Delectable Fish Feed x5 |
| 16 | Fall Inquiry 2 | Belly Blend x5 | Melon Blend x5 |
| 17 | Winter Inquiry 1 | Sapphire x1 | Excellent Bait x5 |
| 18 | Winter Inquiry 2 | Crystal x2 | Retention Agent x5 |



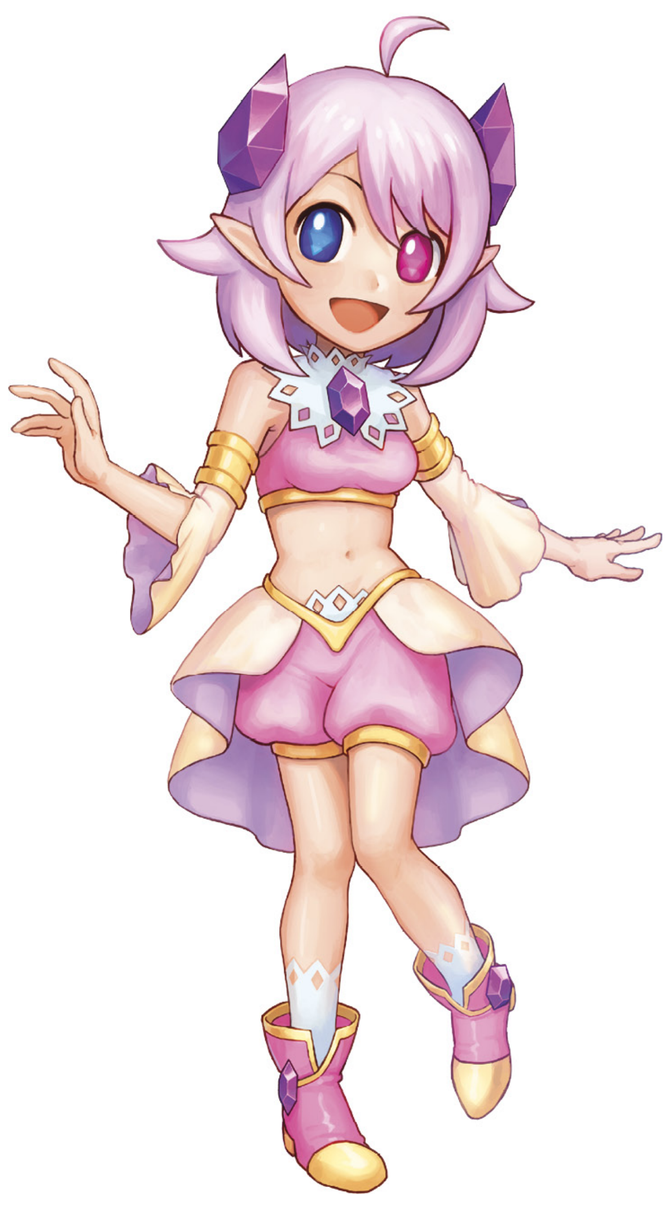
Meet Your Neighbors

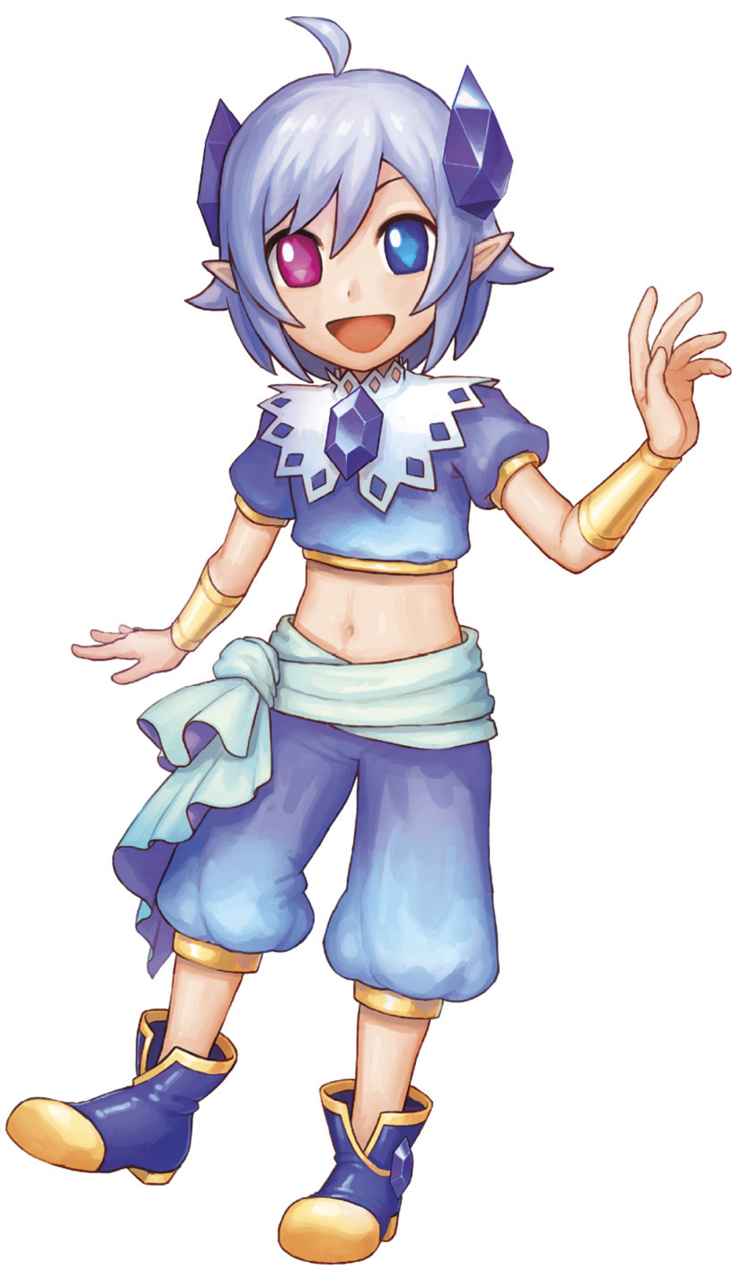
# Special Edition Co-Op Character

## Soleil

| Birthday | Favorite | Dislikes |
|---|---|---|
| Varies | Seashell | Animal Fur |

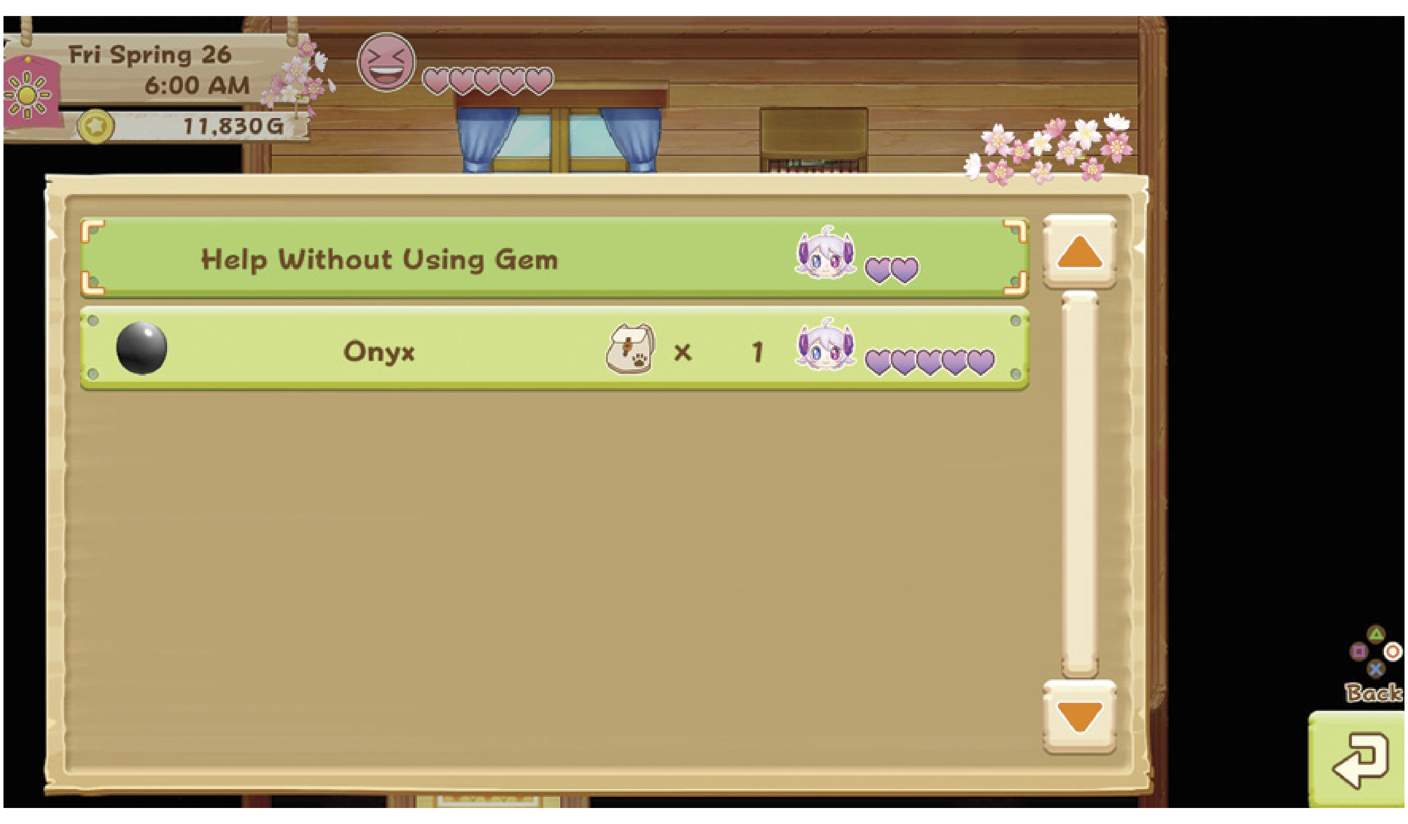
Soleil emerges from the Magentocrystal and lives with you on the farm. This Gem Sprite has several unique attributes that make a wonderful addition to the Special Edition of the game. For starters, Soleil is the opposite gender of the player character, enabling the Gem Sprite to serve as a bonus bachelor/bachelorette. Secondly, Soleil can be hired to work alongside you as a co-op character, controlled by a friend with a second controller.





## Co-Op Play

Plug in a second controller and enlist the help of a friend to make those chores go faster—and gain some free seeds! To play cooperatively, interact with the Magentocrystal to hire Soleil. Though it's possible to hire them for free, go ahead and spend a processed gemstone to give Soleil additional Stamina. The more valuable the gem, the more Stamina they gain!

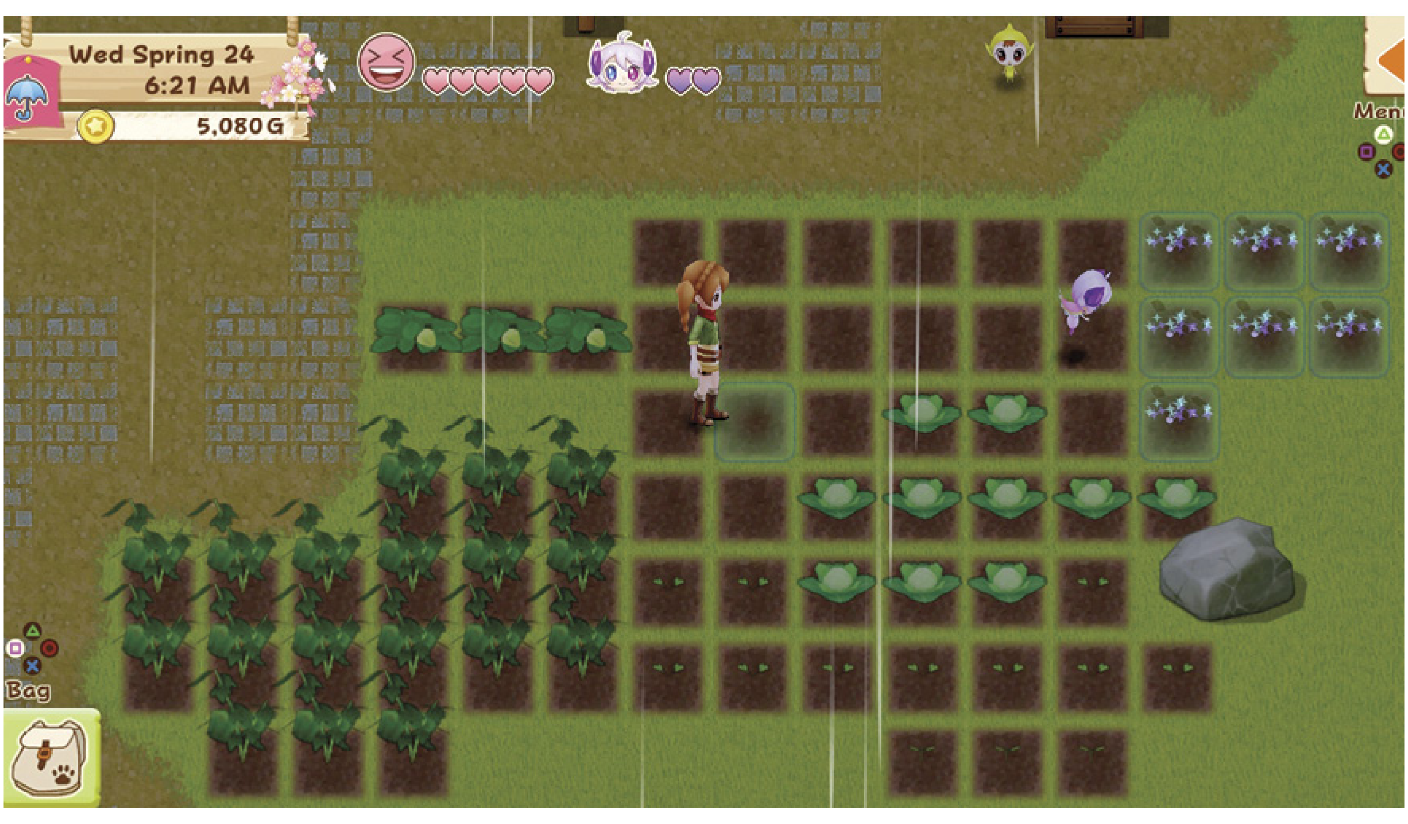


Fri Spring 26
6:00 AM
11,830G

Help Without Using Gem

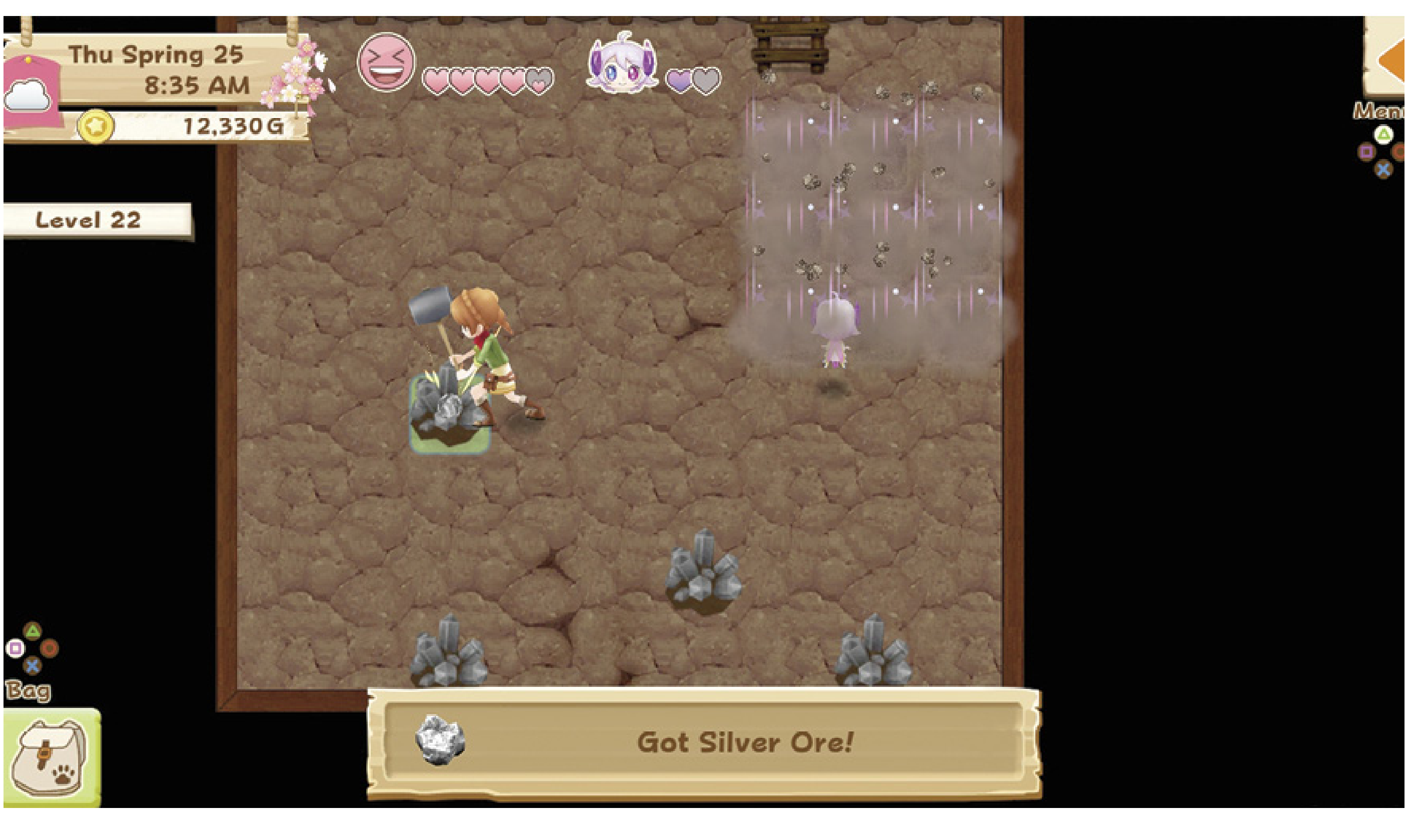
Onyx × 1

Soleil can assist with most of your farming chores, including tilling the field, planting seeds, plus watering and fertilizing crops; anything harvested by Soleil is automatically sent to your Bag. Soleil can chop wood, break stone, fish, and mine. In fact, one of the best ways to employ a co-op partner with Soleil is in the mines, as they can quickly dig up nine squares and help locate the ladder that much faster!



Wed Spring 24
6:21 AM
5,080G

The real magic of having Soleil assist you in your farming is their ability to plant a variety of seeds, randomly chosen from whatever Sam currently has available. As the player character moves about the map, Soleil automatically travels to your side, so you needn't worry about anyone getting left behind.



Thu Spring 25
8:35 AM
12,330G

Level 22

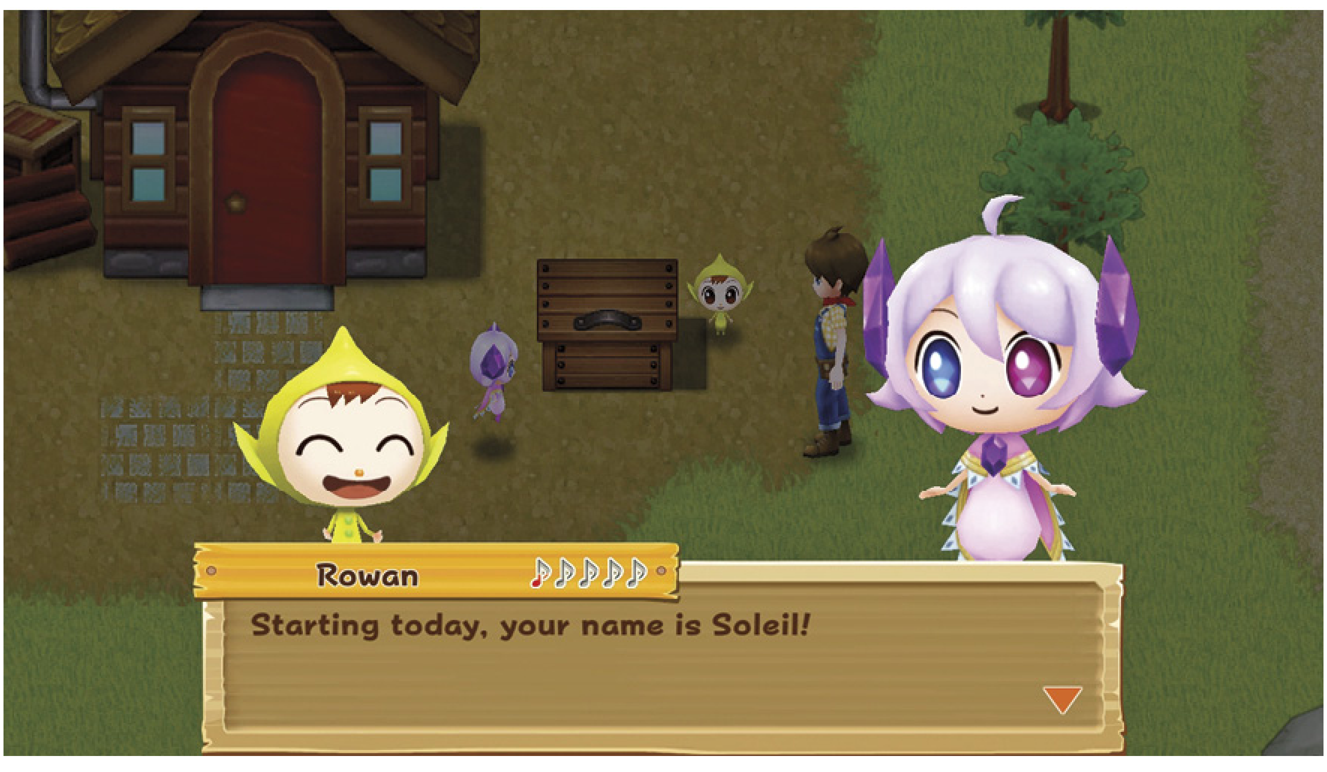
Got Silver Ore!

Soleil can only be hired once per day, so make it count! Consider keeping a second controller on hand and hiring the Gem Sprite daily so you can plant a medley of free seeds.

## Friendship Events

| Affection | Conditions | Time | Trigger | Best Response |
|---|---|---|---|---|
| ♪ | Any | Any | Wake up day after Gem Sprite appears. | "I like your face." |
| ♪♪ | Clear night. | After 6:00 p.m. | Return home. | "I'm sorry to hear." |

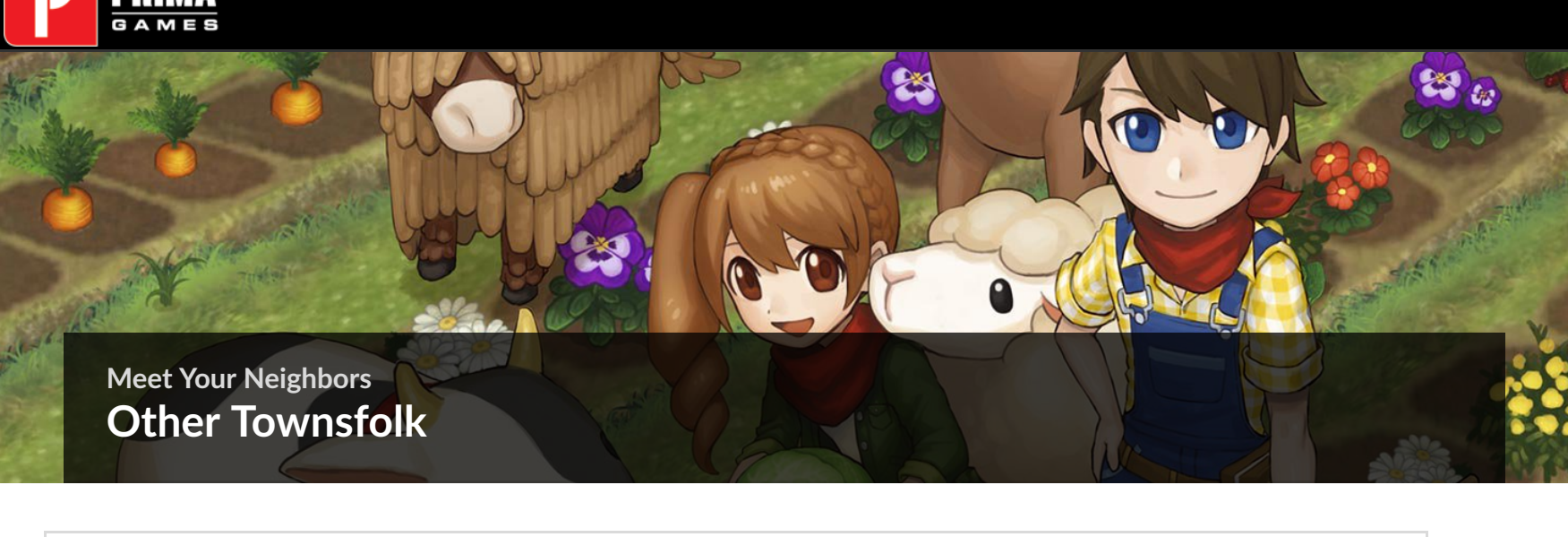
1. Rowan helps you name the Gem Sprite the day after they emerge from the Magentocrystal. Overjoyed upon receiving the name "Soleil," everyone laughs about the misunderstanding with the Shipping Bin.



Rowan

Starting today, your name is Soleil!

2. Return home in the evening to ask the Gem Sprite to accompany you to the beach. You'll have a lot of fun together, and they'll confesses to how much life has improved since you freed them from the Magentocrystal. Yet Soleil is somehow conflicted—and hiding a big secret.

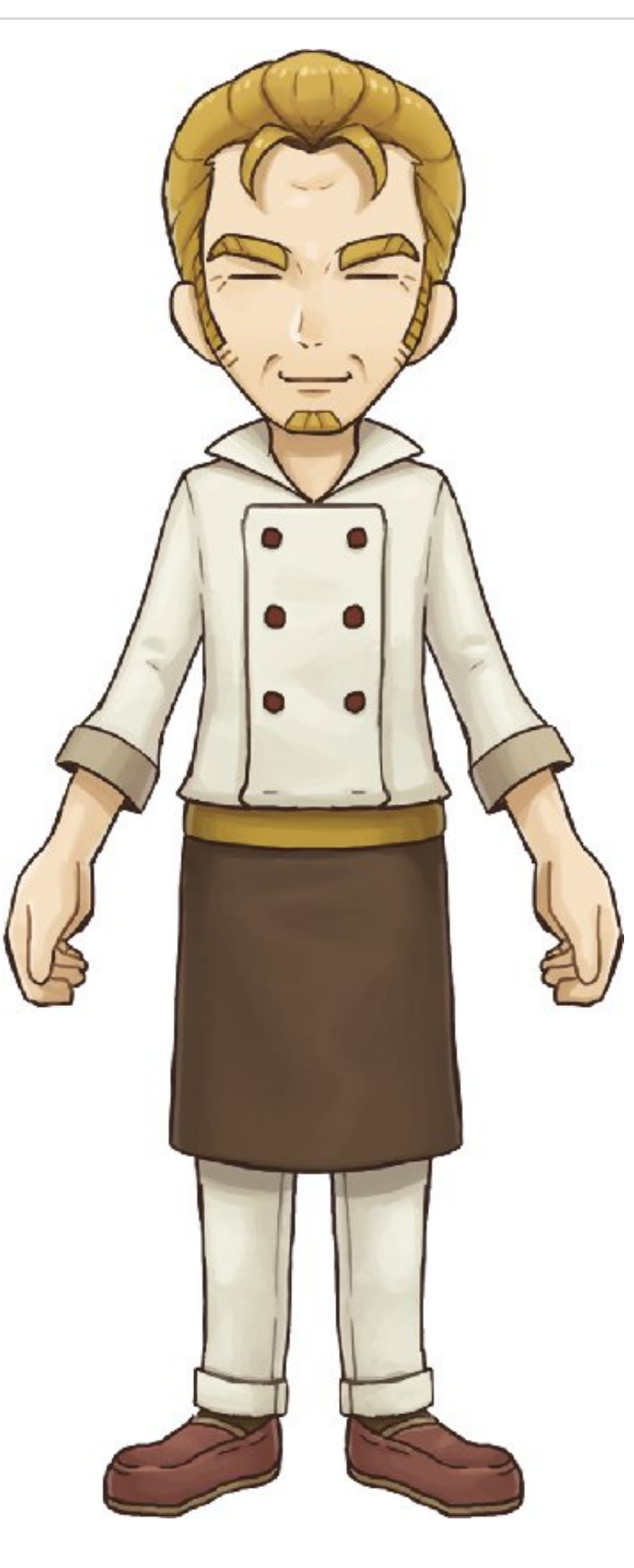


Meet Your Neighbors

# Other Townsfolk

## Bastian

| Birthday | Favorite | Dislikes |
|---|---|---|
| Fall 21 | Crops | Animal Fur |



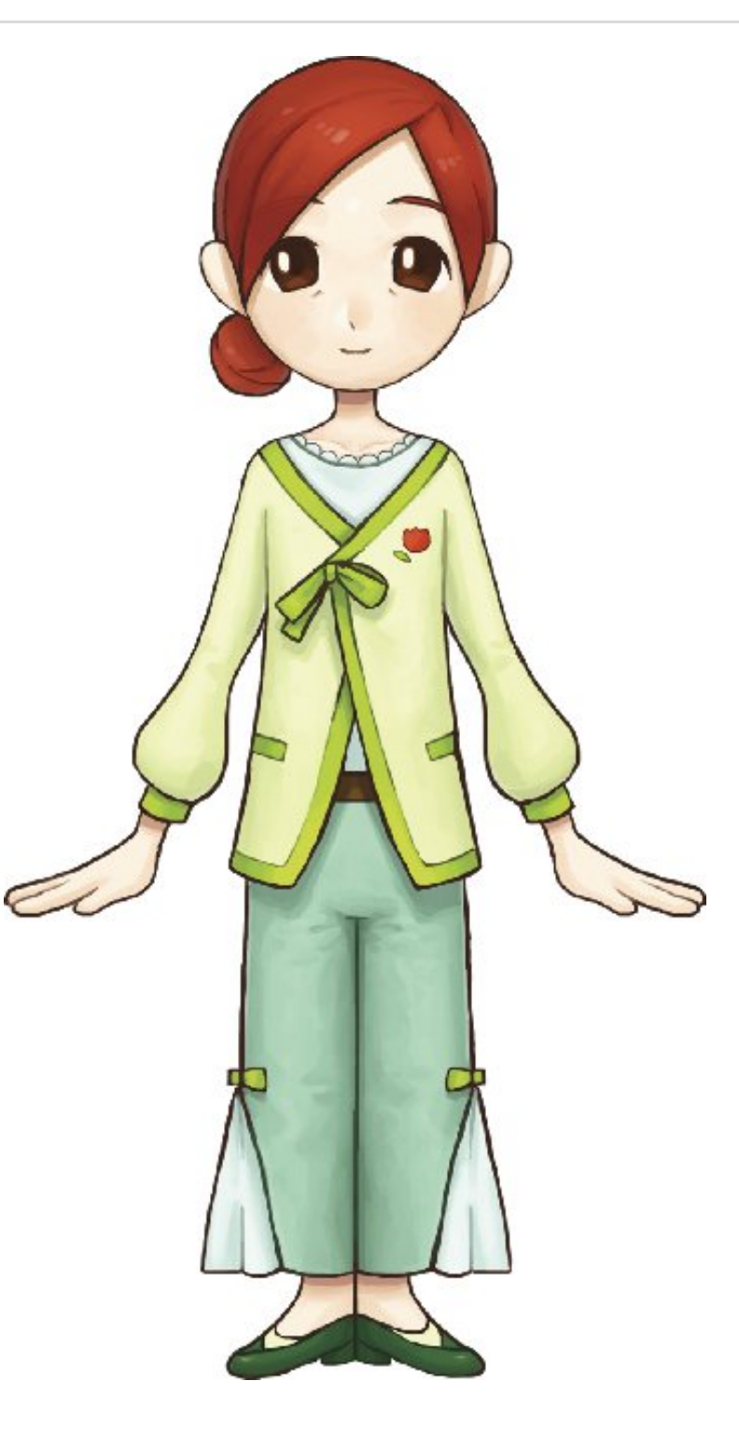
The affable restauranteur, Bastian, lives with his daughter Elise at Bastian's Restaurant. Bastian is always striving to serve the best food and pays a premium for fresh produce, fish, and dishes. Ever excitable, Bastian is an enthusiastic chef and hosts the town's twice-annual Cooking Contest.

### Bastian's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Farm to Table 1 | Perch x2 | Baguette Recipe, Great Flour x4 |
| 2 | Farm to Table 2 | Yellow Perch x2 | Rainbow Trout En Croute Recipe, Great Flour x4 |
| 3 | Farm to Table 3 | Tomato x4, Onion x2 | Potato Salad Recipe, Great Durum Flour x4 |
| 4 | Farm to Table 4 | Broccoli x4, Spinach x2 | Margherita Pizza Recipe, Great Durum Flour x4 |
| 5 | Farm to Table 5 | Peach x2, Apple x2, Orange x2 | Vichyssoise Recipe, Great Barley Flour x4 |
| 6 | Farm to Table 6 | Orange Pepper x2, Asparagus x2, Celery x2 | Trout Cream Pasta Recipe, Great Barley Flour x4 |
| 7 | Farm to Table 7 | Watermelon x2, Tomato x2 | Bagna Cauda Recipe, Great Rye Flour x4 |
| 8 | Farm to Table 8 | Tilapia x2, Tomato x2, Asparagus x2 | Tuna Carpaccio Recipe, Great Rye Flour x4 |
| 9 | Spring Farm to Table 1 | Sea Bream x1, Great Butter x1 | Great Strawberry Mille-Feuille x1 |
| 10 | Spring Farm to Table 2 | Great Strawberry x2, Great Yogurt x1 | Great Whitefish En Croute x1 |
| 11 | Summer Farm to Table 1 | Tilapia x1, Great Cheese x1 | Great Vichyssoise x1 |
| 12 | Summer Farm to Table 2 | Great Asparagus x2, Great Mayonnaise x1 | Great Green Salad x1 |
| 13 | Fall Farm to Table 1 | Milk x1, Great Butter x1 | Great Potato Salad x1 |
| 14 | Fall Farm to Table 2 | Great Pumpkin x2, Great Yogurt x1 | Great Pumpkin Potage x1 |
| 15 | Winter Farm to Table 1 | Egg x1, Great Cheese x1 | Great Fish & Chips x1 |
| 16 | Winter Farm to Table 2 | Great Broccoli x2, Great Mayonnaise x1 | Great Trout Acqua Pazza x1 |

## Carol

| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 28 | Pasta | Lumber |



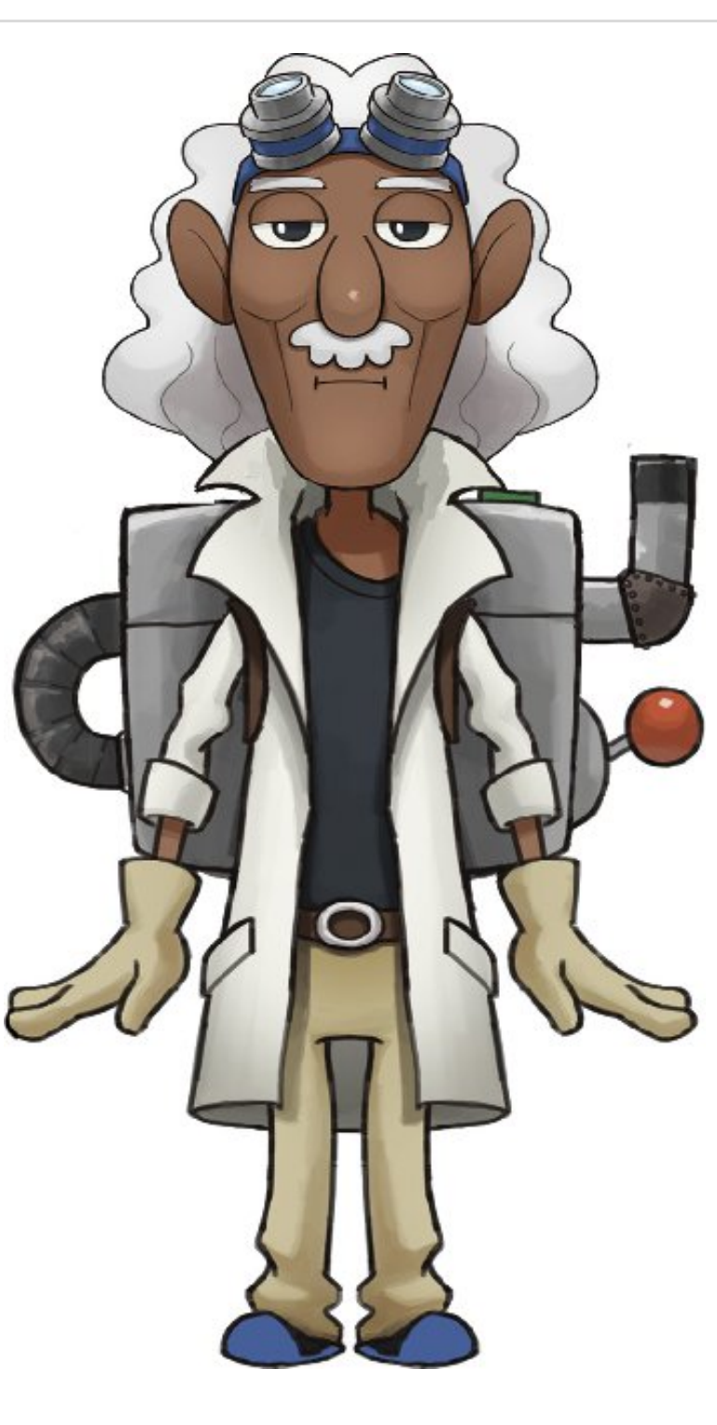
Carol lives and works at Carol's Flowers, a shop she runs with her son Dean. Carol is as friendly as they come and is quite content in life, happy to spend her days tending to her flower shop and roaming about the hills near the lighthouse overlook. She's always there for a friend; many on the island rely on her as if she were their mom.

### Carol's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Flowers 1 | Tulip x4 | Great Marguerite x4 |
| 2 | Flowers 2 | Marguerite x4 | Great White Tulip x4 |
| 3 | Flowers 3 | Pink Dahlia x4 | Great Marguerite x4 |
| 4 | Flowers 4 | Sunflower x4 | Great Yellow Dahlia x4 |
| 5 | Flowers 5 | Cosmos x4 | Great Sunflower x4 |
| 6 | Flowers 6 | Carnation x4 | Great Sunny Red x4 |
| 7 | Flowers 7 | Pink Pansy x4 | Great Pink Carnation x4 |
| 8 | Flowers 8 | Viola x4 | Great Yellow Pansy x4 |
| 9 | Spring Flowers 1 | Tulip x4 | White Tulip Seeds x10, Tulip x4 |
| 10 | Spring Flowers 2 | White Tulip x2 | Great Pink Rose x4, White Tulip x4 |
| 11 | Summer Flowers 1 | Pink Dahlia x4 | Pink Dahlia x4, White Dahlia Seeds x10 |
| 12 | Summer Flowers 2 | Yellow Dahlia x2 | Great Red Rose x4, Yellow Dahlia x4 |
| 13 | Fall Flowers 1 | Carnation x4 | Carnation x4, Sunny Red Seeds x10 |
| 14 | Fall Flowers 2 | Sunny Red x2 | Great White Rose x4, Sunny Red x4 |
| 15 | Winter Flowers 1 | Blue Rose x4 | Viola Seeds x10, Blue Rose x4 |
| 16 | Winter Flowers 2 | Purple Pansy x2 | Great Blue Rose x4, Purple Pansy x4 |

## Doc

| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 14 | Flowers | Pumpkin |



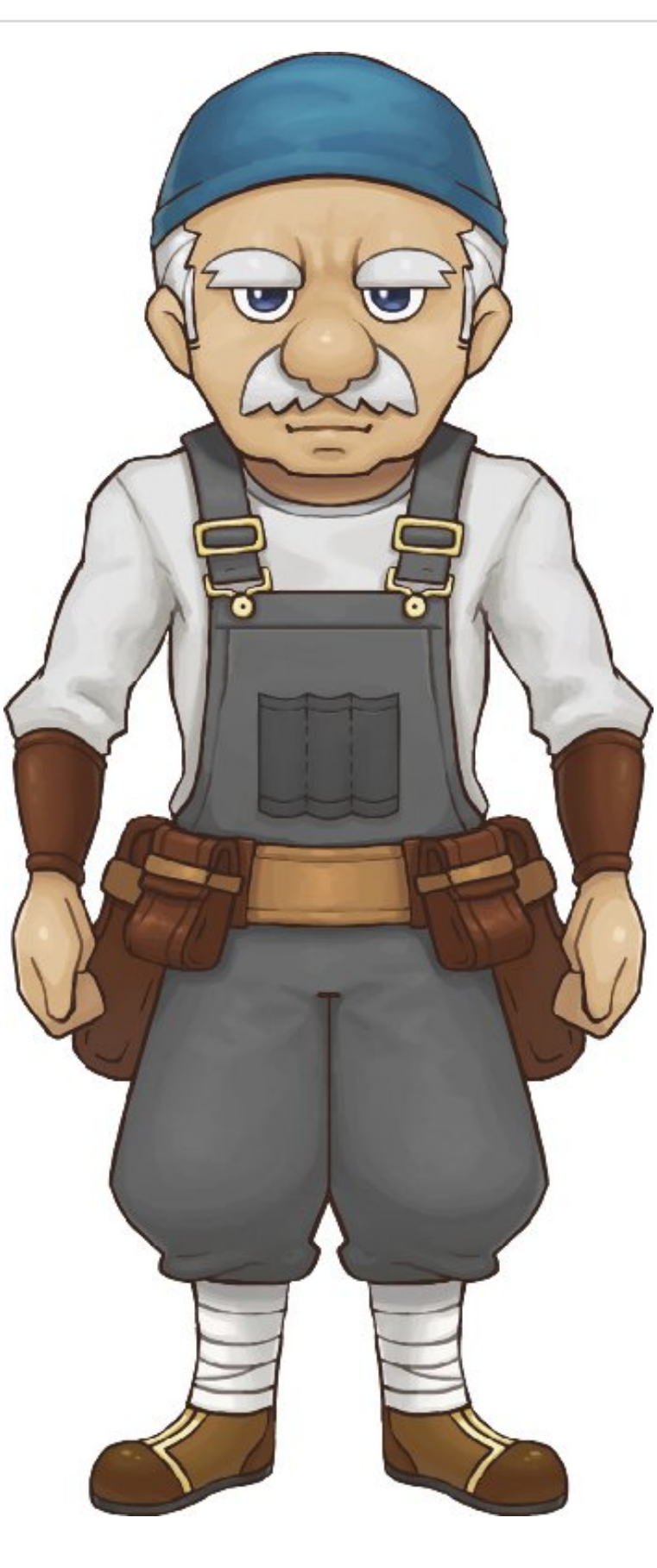
Doc is an eccentric inventor who lives in the mountain, north of the Hot Springs. Always at work on a new creation, he's thrilled to meet you and always considers you his apprentice. Doc is often in his lab, but makes time for weekly walks on the beach, probably because it gives him a chance to pass by Carol's house...

### Doc's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Invention 1 | Glass x2, Material Stone x2 | Compost x10 |
| 2 | Invention 2 | Iron x2, Material Stone x2 | Material Stone x10 |
| 3 | Invention 3 | Hardwood x2, Softwood x3 | Softwood x10 |
| 4 | Invention 4 | Bronze x2, Softwood x5 | Glass Material x10 |
| 5 | Invention 5 | Silver x2, Hardwood x3 | Mithril x3 |
| 6 | Invention 6 | Mithril x2, Hardwood x5 | Hardwood x10 |
| 7 | Invention 7 | Gold x2, Moonstone x1 | Pink Diamond x3 |
| 8 | Invention 8 | Orichalcum x2, Adamantite x1 | Adamantite x3 |
| 9 | Spring Invention 1 | Softwood Lumber x5, Glass x2 | Softwood Lumber x10 |
| 10 | Spring Invention 2 | Iron x1, Softwood Lumber x5 | Adamantite Ore x1 |
| 11 | Summer Invention 1 | Hardwood Lumber x5, Material Stone x2 | Hardwood Lumber x10 |
| 12 | Summer Invention 2 | Bronze x1, Softwood Lumber x5 | Orichalcum Ore x1 |
| 13 | Fall Invention 1 | Softwood Lumber x5, Glass x2 | Softwood Lumber x10 |
| 14 | Fall Invention 2 | Silver x1, Hardwood Lumber x5 | Adamantite Ore x1 |
| 15 | Winter Invention 1 | Hardwood Lumber x5, Material Stone x2 | Hardwood Lumber x10 |
| 16 | Winter Invention 2 | Gold x1, Hardwood Lumber x5 | Orichalcum Ore x1 |

## Gus

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 7 | Ore | Fruits |



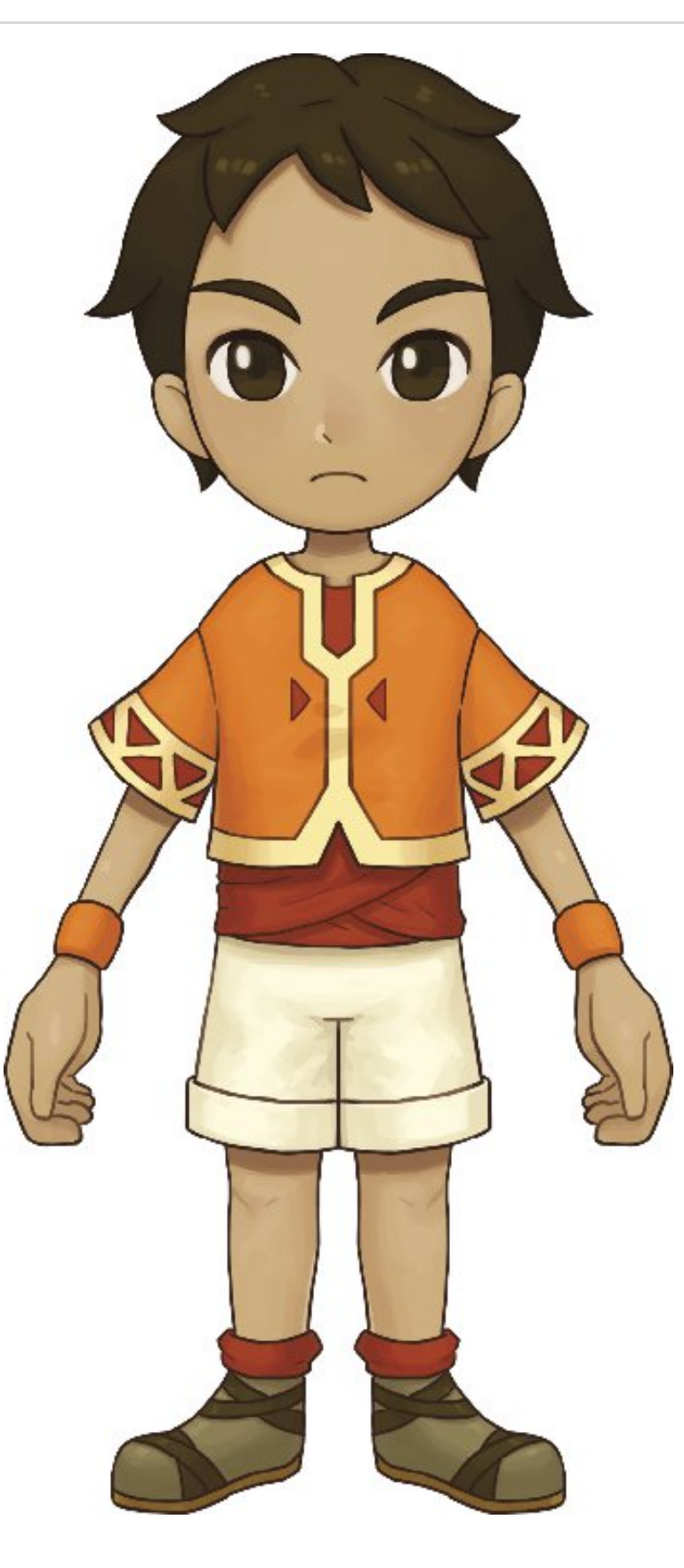
Gus may seem a bit gruff at first, but he's a kind old man who wants for little in the world, other than the happiness of his granddaughter, Melanie. Gus is a skilled blacksmith with many a year of forging iron and mining stone behind him. Unfortunately, his back isn't quite up to working in the mines anymore, though he can't help himself from time to time.

### Gus's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Ore 1 | Iron Ore x2 | Tomato Seeds x15 |
| 2 | Ore 2 | Iron Ore x2 | Green Pepper Seeds x15 |
| 3 | Ore 3 | Bronze Ore x2 | Carrot Seeds x15 |
| 4 | Ore 4 | Silver Ore x2 | Hot Pepper Seeds x15 |
| 5 | Ore 5 | Gold Ore x2 | Broccoli Seeds x15 |
| 6 | Ore 6 | Gold Ore x2 | Blueberry Seeds x15 |
| 7 | Ore 7 | Mithril Ore x2 | Gooseberry Seeds x15 |
| 8 | Ore 8 | Orichalcum Ore x2 | Black Currant Seeds x15 |
| 9 | Spring Ore 1 | Iron Ore x2 | Red Cabbage x15 |
| 10 | Spring Ore 2 | Gold Ore x2 | Asparagus Seeds x15 |
| 11 | Summer Ore 1 | Iron Ore x2 | Broccolini Seeds x15 |
| 12 | Summer Ore 2 | Mithril Ore x2 | Wheat Seeds x15 |
| 13 | Fall Ore 1 | Iron Ore x2 | White Berry Seeds x15 |
| 14 | Fall Ore 2 | Orichalcum Ore x2 | Potato x15 |
| 15 | Winter Ore 1 | Iron Ore x2 | Squash Seeds x15 |
| 16 | Winter Ore 2 | Adamantite Ore x2 | Blueberry Seeds x15 |

## Michael

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 21 | Juice | Flowers |



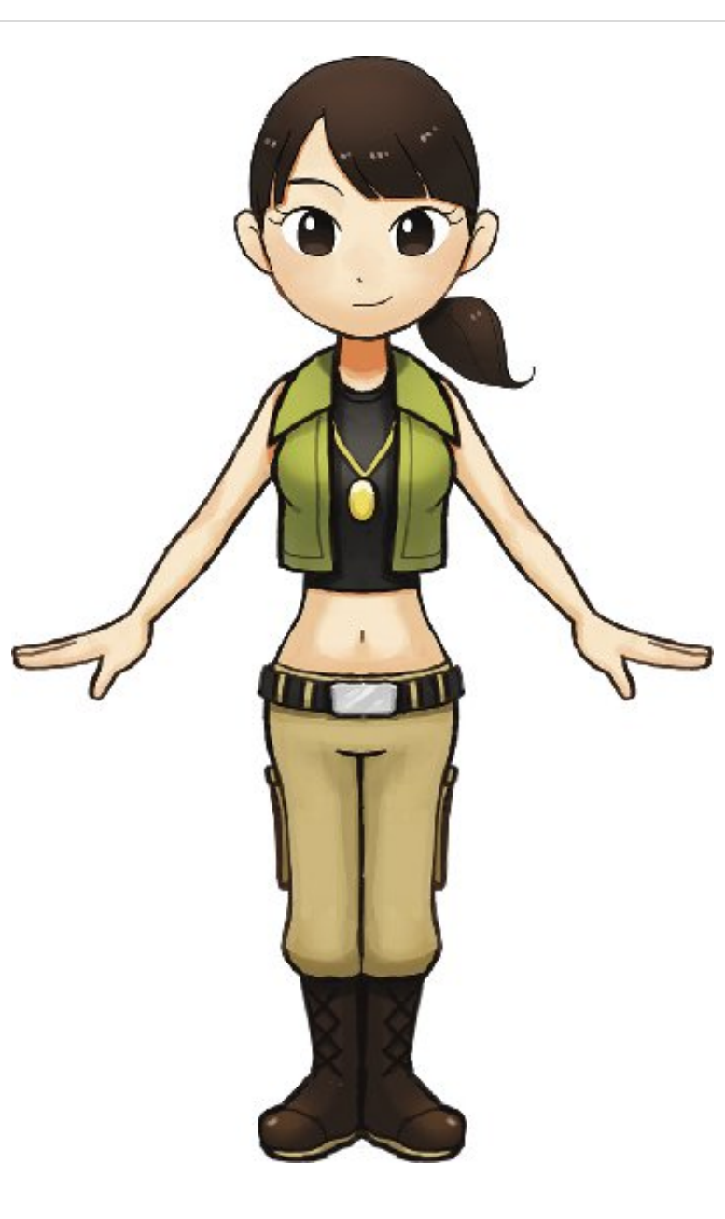
Michael is Sofia's youngest son and, like Sally, typically seen at play wandering around the island. Michael is seldom without his pet dog. Opinionated but kind, Michael wishes to follow in his brother's footsteps and gain the ability to talk to animals as Gabriel can. More than that, Michael is in a hurry to grow up.

### Michael's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Manly Moves 1 | Potato Salad x1 | Softwood Lumber x10 |
| 2 | Manly Moves 2 | Fried Egg x1 | Softwood Lumber x20 |
| 3 | Manly Moves 3 | Meuniere x1 | Glass Material x10 |
| 4 | Manly Moves 4 | Milk x1 | Iron Ore x5, Seashell x2 |
| 5 | Manly Moves 5 | Sweet Corn x1 | Bronze Ore x5, Seashell x2 |
| 6 | Manly Moves 6 | Pumpkin Potage x1 | Hardwood x10, Seashell x4 |
| 7 | Manly Moves 7 | Green Salad x1 | Silver Ore x5, Seashell x4 |
| 8 | Manly Moves 8 | Bagna Cauda x1 | Gold Ore x5, Pretty Seashell x1 |
| 9 | Spring Manly Moves 1 | Bread x1 | Softwood Lumber x10, Seashell x2 |
| 10 | Spring Manly Moves 2 | Strawberry Mille-Feuille x1 | Fluorite Ore x2 |
| 11 | Summer Manly Moves 1 | Baguette x1 | Hardwood Lumber x10, Seashell x2 |
| 12 | Summer Manly Moves 2 | Vichyssoise x1 | Crystal Ore x2 |
| 13 | Fall Manly Moves 1 | Pizza Toast x1 | Softwood Lumber x10, Seashell x2 |
| 14 | Fall Manly Moves 2 | Trout Cream Pasta x1 | Bronze Ore x5 |
| 15 | Winter Manly Moves 1 | Black Bread x1 | Hardwood Lumber x10, Seashell x2 |
| 16 | Winter Manly Moves 2 | Whitefish En Croute x1 | Gold Ore x5 |

## Naomi

| Birthday | Favorite | Dislikes |
|---|---|---|
| Fall 7 | Bread | Pasta |



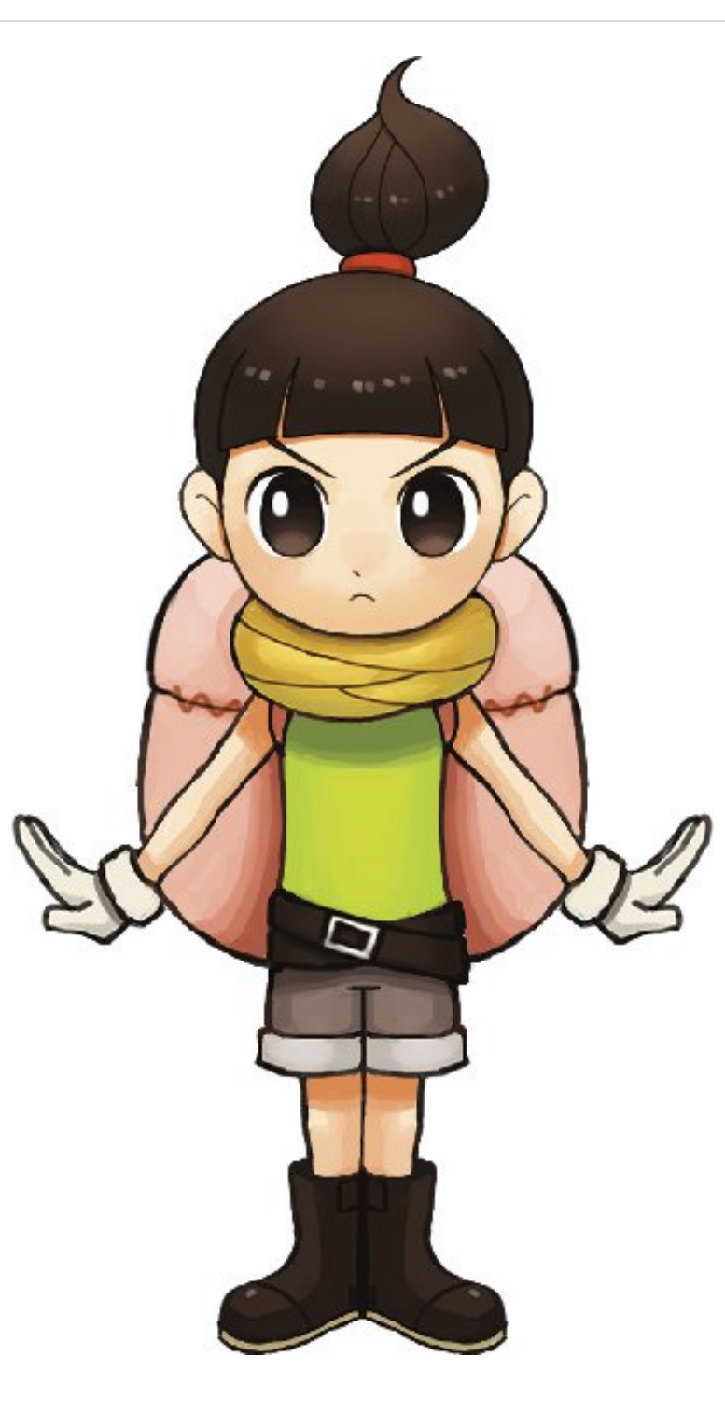
Naomi is a traveling journalist who, despite the storm that ravaged the island, never left Beacon Town. She lives in town with her daughter Sally but is always on the hunt for a juicy story. Naomi is seldom at home and can be found near the Hot Springs or by the lighthouse overlook when not strolling the beach.

### Naomi's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Scoop 1 | Egg x2, Milk x2 | 750G |
| 2 | Scoop 2 | Cheese x2, Butter x2 | 1,200G |
| 3 | Scoop 3 | Mystic Herb x4 | 1,500G |
| 4 | Scoop 4 | Donkey Fur x4 | 2,250G |
| 5 | Scoop 5 | Great Milk x2, Great Cheese x2 | 3,000G |
| 6 | Scoop 6 | Great Milk x2, Great Yogurt x2 | 4,500G |
| 7 | Scoop 7 | Trout Acqua Pazza x1, Meuniere x1 | 10,500G |
| 8 | Scoop 8 | Blueberry Chocolate Pie x1, Cream Gratin x1 | 15,000G |
| 9 | Spring Scoop 1 | Crystal x2 | 4,500G |
| 10 | Spring Scoop 2 | Great Cabbage x1 | 4,500G |
| 11 | Summer Scoop 1 | Strawberry Jam x1 | 4,500G |
| 12 | Summer Scoop 2 | Great Tomato x1 | 4,500G |
| 13 | Fall Scoop 1 | Fish Burger x1 | 4,500G |
| 14 | Fall Scoop 2 | Great Potato x1 | 4,500G |
| 15 | Winter Scoop 1 | Baguette x1 | 4,500G |
| 16 | Winter Scoop 2 | Great Spinach x1 | 4,500G |

## Sally

| Birthday | Favorite | Dislikes |
|---|---|---|
| Summer 28 | Sweets | Carrots |



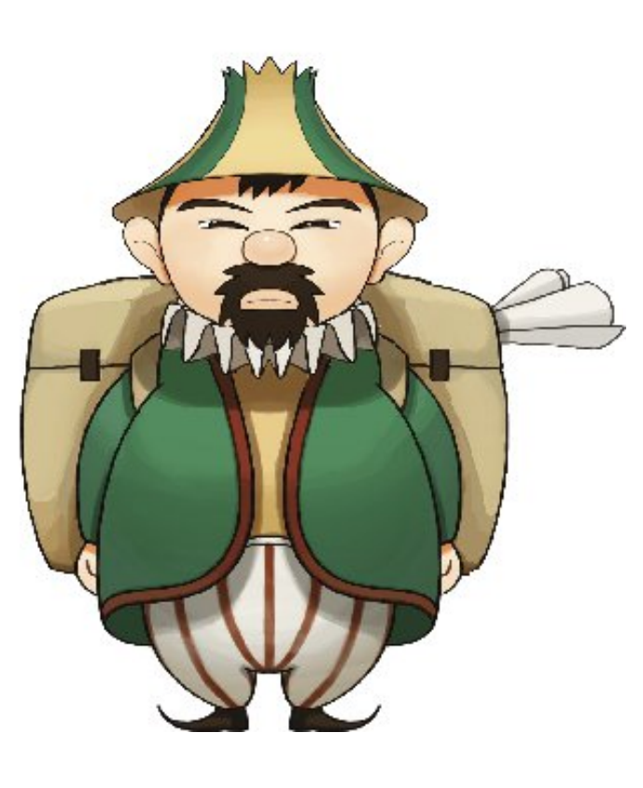
One of the first townsfolk you meet, Sally is the incorrigible daughter of Naomi who often roams about the island on her own. Fiercely independent and suspicious of strangers, Sally can take some time to get to know, but she's a fun little girl filled with childhood curiosity.

### Sally's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Harvest Sprites 1 | Bread x1 | Mushroom x5, Seashell x2 |
| 2 | Harvest Sprites 2 | Strawberry Cake x1 | Compost x5, Seashell x3 |
| 3 | Harvest Sprites 3 | Sardine x4 | Softwood x5 |
| 4 | Harvest Sprites 4 | White Dahlia x2 | Iron Ore x5, Glass Material x3 |
| 5 | Harvest Sprites 5 | Great Cheese x1 | Poinsettia x5 |
| 6 | Harvest Sprites 6 | Pretty Seashell x2 | Softwood x5, Hardwood x2 |
| 7 | Harvest Sprites 7 | Chocolate Milk x2 | Onyx x5, Moonstone x1 |
| 8 | Harvest Sprites 8 | Blueberry Chocolate Pie x1 | Mithril Ore x5, Adamantite Ore x5 |
| 9 | Spring Harvest Sprites 1 | Grilled Rainbow Trout x2 | Bamboo Shoot x10 |
| 10 | Spring Harvest Sprites 2 | Dome Cabbage x2 | Marguerite x5 |
| 11 | Summer Harvest Sprites 1 | Jade x1 | Seashell x10 |
| 12 | Summer Harvest Sprites 2 | Watermelon Gazpacho x1 | Pretty Seashell x5 |
| 13 | Fall Harvest Sprites 1 | Cotton Candy Wool x2 | Mushroom x10 |
| 14 | Fall Harvest Sprites 2 | Trout Cream Pasta x1 | Cosmos x5 |
| 15 | Winter Harvest Sprites 1 | White Rose x2 | Poinsettia x10 |
| 16 | Winter Harvest Sprites 2 | Pumpkin Potage x1 | Purple Pansy x5 |

## Sam

| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 7 | Gems | Egg Dishes |



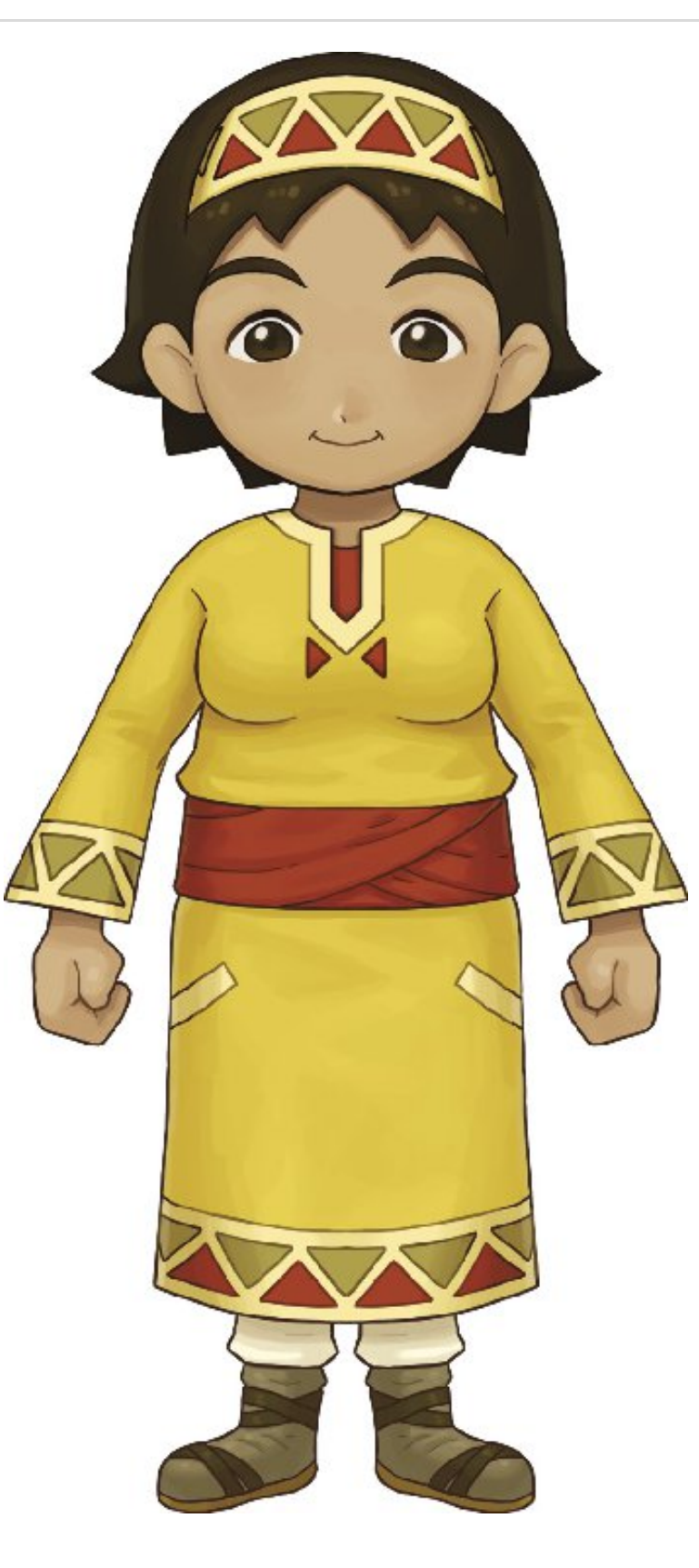
The traveling salesman, Sam, isn't the most honest person in Beacon Town—he has a tendency of exaggerating the wonders of his wares—but he's a reliable source of seeds and buys anything from anyone. Unfortunately, Sam is also stingy and pays considerably less than Carol and Bastian. Sam makes up for his greedy ways by hosting the monthly Fishing Contest.

### Sam's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Family 1 | Crystal x1 | 500G |
| 2 | Family 2 | Amethyst x1 | 800G |
| 3 | Family 3 | Pink Rose x1 | 1000G |
| 4 | Family 4 | Wool x4 | 1500G |
| 5 | Family 5 | Moonstone x2 | 2000G |
| 6 | Family 6 | Silky Fur x4 | 3000G |
| 7 | Family 7 | Ruby x1 | 7000G |
| 8 | Family 8 | Goldberry x2 | 10,000G |
| 9 | Spring Family 1 | Topaz x1 | 3000G |
| 10 | Spring Family 2 | Squash x4 | 3000G |
| 11 | Summer Family 1 | Corn x4 | 3000G |
| 12 | Summer Family 2 | Baby Asparagus x2 | 3000G |
| 13 | Fall Family 1 | Cotton Candy Wool x3 | 3000G |
| 14 | Fall Family 2 | Blueberry x4 | 3000G |
| 15 | Winter Family 1 | Piraya Piranha x1 | 3000G |
| 16 | Winter Family 2 | Crimson x4 | 3000G |

## Sofia

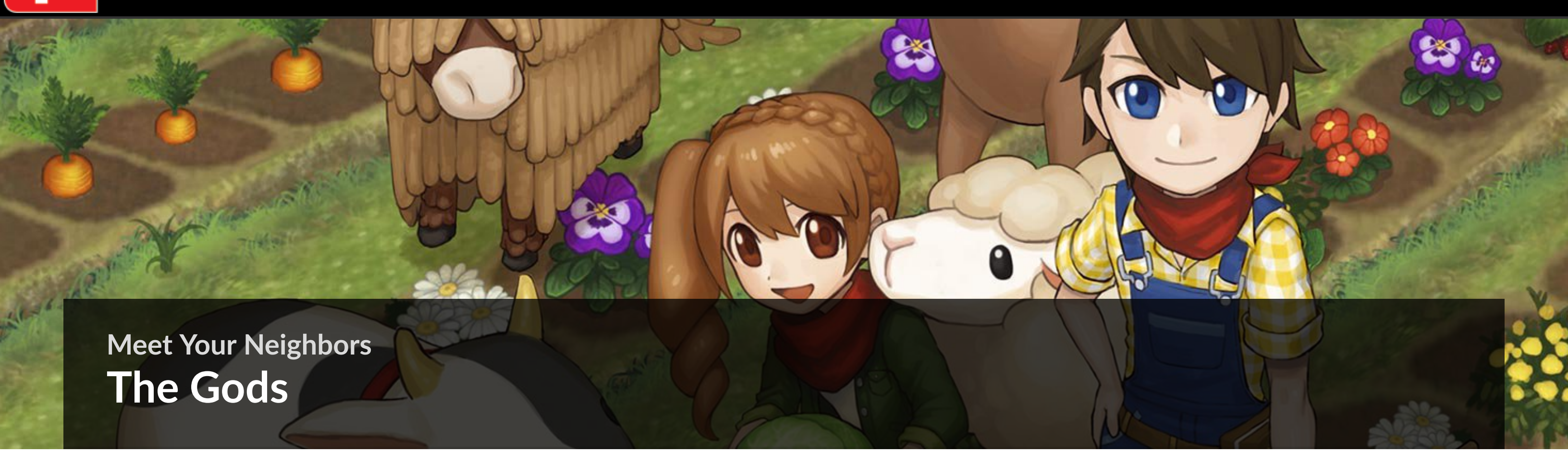
| Birthday | Favorite | Dislikes |
|---|---|---|
| Summer 14 | Foraged items | Animal Products |



Sofia is the owner of Sofia's Livestock and lives in the mountain with her two boys, Gabriel and Michael. A nurturing woman, Sofia extends kindness to her animals and neighbors in equal measure and does all she can to ensure the livestock she raises live long and happy lives.

### Sofia's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Special Feed 1 | Animal Feed x10 | Cornmeal x5, 250G |
| 2 | Special Feed 2 | Animal Feed x20 | Cornmeal x10, 400G |
| 3 | Special Feed 3 | Animal Feed x40 | Fodder Cornmeal x5, 500G |
| 4 | Special Feed 4 | Great Animal Feed x10 | Fodder Cornmeal x10, 750G |
| 5 | Special Feed 5 | Great Animal Feed x20 | Sweet Cornmeal x5, 1,000G |
| 6 | Special Feed 6 | Animal Feed x20, Great Animal Feed x10 | Sweet Cornmeal x10, 1,500G |
| 7 | Special Feed 7 | Delicious Animal Feed x10 | Sunset Cornmeal x10, 3,500G |
| 8 | Special Feed 8 | Delicious Animal Feed x10, Great Animal Feed x20 | Yellow Cornmeal x10, 5,000G |
| 9 | Spring Special Feed 1 | Animal Feed x20 | Cornmeal x10, 1,500G |
| 10 | Spring Special Feed 2 | Delicious Animal Feed x10 | Sweet Cornmeal x10, 1,500G |
| 11 | Summer Special Feed 1 | Animal Feed x20 | Fodder Cornmeal x10, 1,500G |
| 12 | Summer Special Feed 2 | Delicious Animal Feed x10 | Sunset Cornmeal x10, 1,500G |
| 13 | Fall Special Feed 1 | Animal Feed x20 | Cornmeal x10, 1,500G |
| 14 | Fall Special Feed 2 | Delicious Animal Feed x10 | Sweet Cornmeal x10, 1,500G |
| 15 | Winter Special Feed 1 | Animal Feed x20 | Fodder Cornmeal x10, 1,500G |
| 16 | Winter Special Feed 2 | Delicious Animal Feed x10 | Sunset Cornmeal x10, 1,500G |

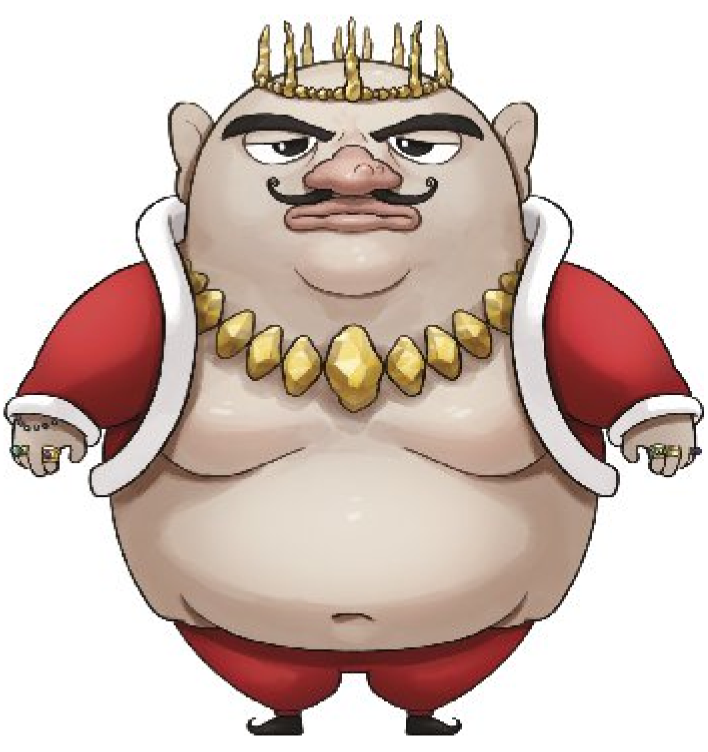


Meet Your Neighbors

# The Gods

## Gorgan

| Birthday | Favorite | Dislikes |
|---|---|---|
| Fall 1 | Sunny Red | Juice |



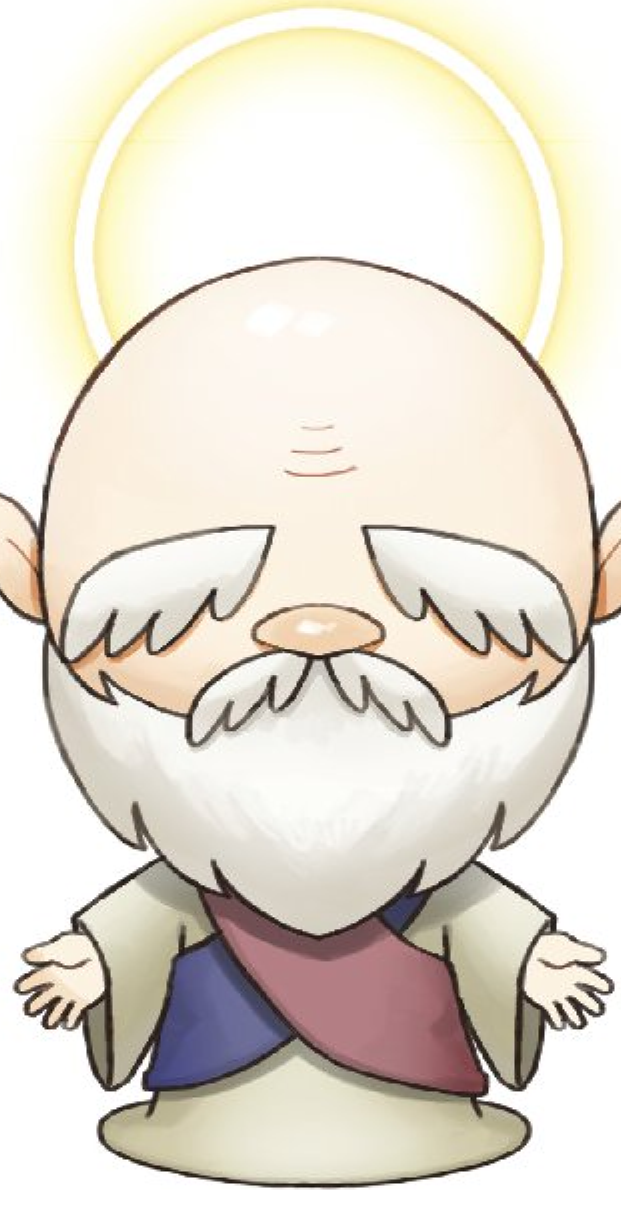
The King of the Underworld, Gorgan can't stand to see his daughter tempted by the wonders of the surface world. Gorgan may never be completely welcoming of surface-dwellers to his realm, but there's little reason to fear him.

## Gorgan's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Wish 1 | Great White Rose x4, Great Blue Rose x4 | Watermelon Seeds x10, Blessed Flour x1, Blissful Bread Recipe |
| 2 | Wish 2 | Great Pink Rose x4, Great Red Rose x4 | Durum Wheat Seeds x10, Blessed Flour x1 |
| 3 | Wish 3 | White Tulip x4, Yellow Tulip x4 | Baby Asparagus Seeds x10, Blessed Flour x1 |
| 4 | Wish 4 | Sunny Red x4, Pink Carnation x4 | Magic Pepper Seeds x10, Blessed Flour x1 |
| 5 | Wish 5 | Great Viola x4 | Cranberry Seeds x10, Blessed Flour x1 |
| 9 | Spring Wish 1 | Pink Rose x4 | Dahlia Seeds x10, Blessed Flour x1 |
| 10 | Spring Wish 2 | Great Yellow Tulip x4, Great White Tulip x4 | White Tulip Seeds x10, Blessed Flour x1 |
| 11 | Summer Wish 1 | Red Rose x4 | Righteye Flounder x3, Blessed Flour x1 |
| 12 | Summer Wish 2 | Great White Dahlia x4, Great Yellow Dahlia x4 | Rainbow Trout x5, Blessed Flour x1 |
| 13 | Fall Wish 1 | White Rose x4 | Sunny Red Seeds x10, Blessed Flour x1 |
| 14 | Fall Wish 2 | Great Sunny Red x4, Great Pink Carnation x4 | Pink Carnation Seeds x10, Blessed Flour x1 |
| 15 | Winter Wish 1 | Blue Rose x4 | Dragon Pepper Seeds x10, Blessed Flour x1 |
| 16 | Winter Wish 2 | Great Yellow Pansy x4, Great Purple Pansy x4 | Mellow Yellow Seeds x10, Blessed Flour x1 |

## Harvest God

| Birthday | Favorite | Dislikes |
|---|---|---|
| Summer 1 | Peach | Dairy products |



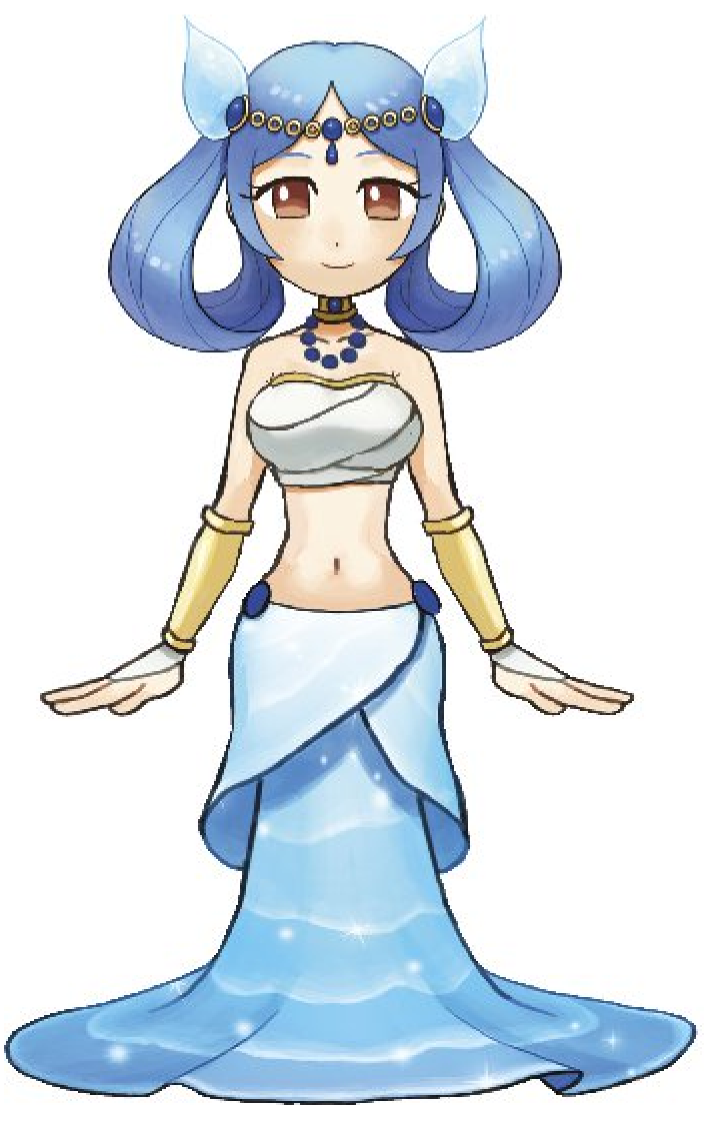
The Harvest God lives atop the lighthouse, under the golden glow of the beacon. Despite his age—and his desire for a nice pillow to sleep on—the Harvest God takes his role as defender of the island seriously.

## Harvest God's Requests

| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Gifts 1 | Watermelon x4 | Olive Flounder x2, Blessed Flour x1, Blissful Bread Recipe |
| 2 | Gifts 2 | Durum Wheat x4 | Cranberry x5, Blessed Flour x1 |
| 3 | Gifts 3 | Baby Asparagus x4 | San Marzano x5, Blessed Flour x1 |
| 4 | Gifts 4 | Magic Pepper x4 | Cod x3, Blessed Flour x1 |
| 5 | Gifts 5 | Gold Berry x4 | Cranberry x5, Blessed Flour x1 |
| 9 | Spring Gifts 1 | White Dahlia x2 | Tulip Seeds x10, Blessed Flour x1 |
| 10 | Spring Gifts 2 | Great White Tulip x6 | Magical Berry Seeds x5, Blessed Flour x1 |
| 11 | Summer Gifts 1 | Fish and Chips x1 | Dahlia Seeds x10, Blessed Flour x1 |
| 12 | Summer Gifts 2 | Supreme Trout En Croute x1, Blessed Flour x1 | Crimson Seeds x5 |
| 13 | Fall Gifts 1 | Sunny Red x2 | Cosmos Seeds x10, Blessed Flour x1 |
| 14 | Fall Gifts 2 | Great Pink Carnation x2 | White Carrot Seeds x5, Blessed Flour x1 |
| 15 | Winter Gifts 1 | Dragon Pepper x2, Devil Pepper x2 | White Berry Seeds x10, Blessed Flour x1 |
| 16 | Winter Gifts 2 | Great Snowman x2 | Evergreen Seeds x5, Blessed Flour x1 |

## Harvest Goddess

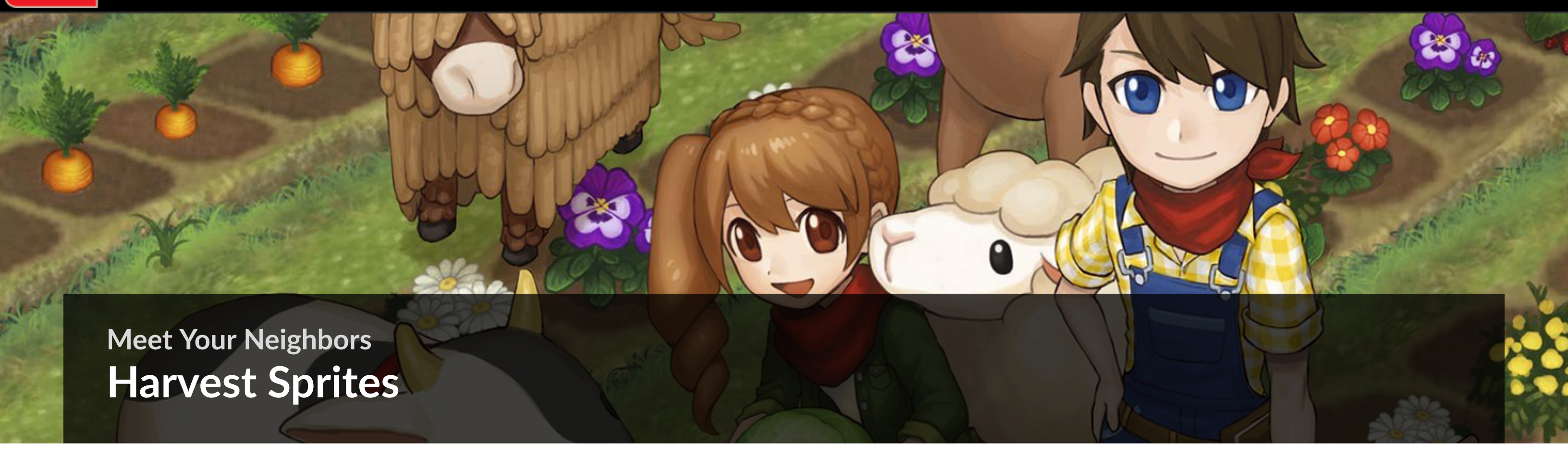
| Birthday | Favorite | Dislikes |
|---|---|---|
| Winter 1 | Strawberry Jam | Metals |



The beautiful Harvest Goddess lives high in the mountain, at Harvest Goddess Spring, and is the protector of the island's nutritious bounty. The Harvest Goddess is a selfless deity who only wants what's best for each of the islanders, even if it means encouraging her new resident farmer to focus on their relationships.

## Harvest Goddess's Requests

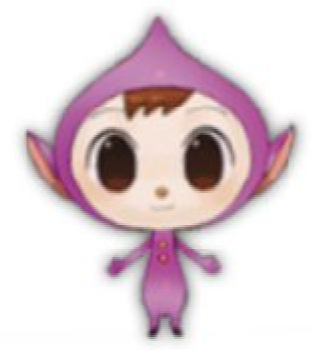
| No. | Name | Requested Items | Reward |
|---|---|---|---|
| 1 | Whimsy 1 | Whitefish En Croute x1 | White Rose x10, Blessed Flour x1, Blissful Bread Recipe |
| 2 | Whimsy 2 | Mixed Berry Cake x1 | Pink Rose Seeds x10, Blessed Flour x1 |
| 3 | Whimsy 3 | Tomato Juice x1 | White Tulip Seeds x10, Blessed Flour x1 |
| 4 | Whimsy 4 | Fish & Chips x1 | Sunny Red Seeds x10, Blessed Flour |
| 5 | Whimsy 5 | Cranberry Chocolate Pie x1 | Viola Seeds x10, Blessed Flour x1 |
| 9 | Spring Whimsy 1 | Tulip x2, Yellow Tulip x2, White Tulip x2 | Pink Rose Seeds x10, Blessed Flour x1 |
| 10 | Spring Whimsy 2 | Great Magical Berry x4 | Yellow Tulip Seeds x5, Blessed Flour x1 |
| 11 | Summer Whimsy 1 | Pink Dahlia x2, Yellow Dahlia x2, White Dahlia x2 | Red Rose Seeds x10, Blessed Flour x1 |
| 12 | Summer Whimsy 2 | Great Crimson x4 | White Dahlia Seeds x5, Blessed Flour x1 |
| 13 | Fall Whimsy 1 | Cosmos x2, Sunny Red x2, Pink Carnation x2 | White Rose Seeds x10, Blessed Flour x1 |
| 14 | Fall Whimsy 2 | Great White Carrot x4 | Sunny Red Seeds x5, Blessed Flour x1 |
| 15 | Winter Whimsy 1 | White Berry x2 | Blue Rose Seeds x10, Blessed Flour x1 |
| 16 | Winter Whimsy 2 | Great Evergreen x4 | Yellow Pany Seeds x5, Blessed Flour x1 |



Meet Your Neighbors

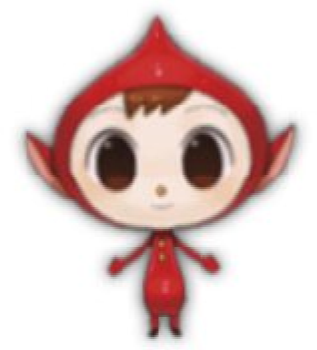
## Harvest Sprites

### Blossom



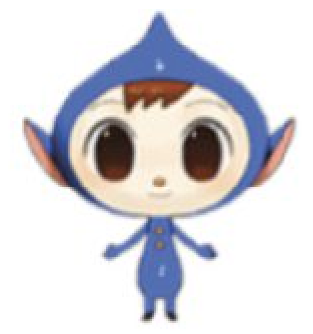
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Marguerite | Hot Peppers |

### Calvin



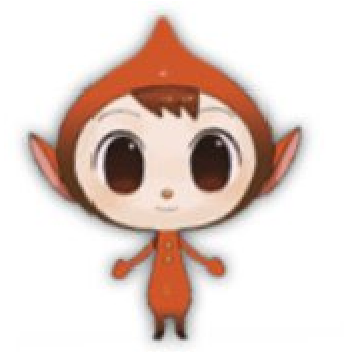
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Milk | Crops |

### Dewy



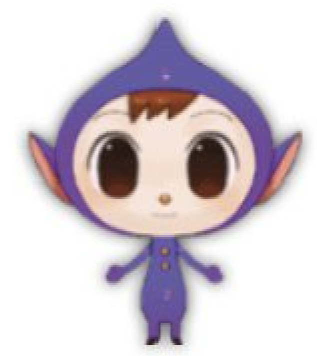
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Perch | Fish Cuisine |

### Flint



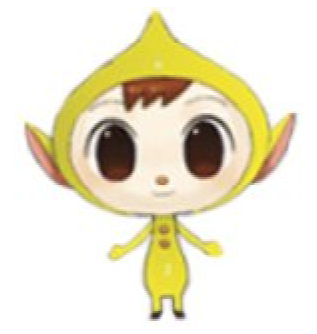
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Crystal | Gems |

### Oliver



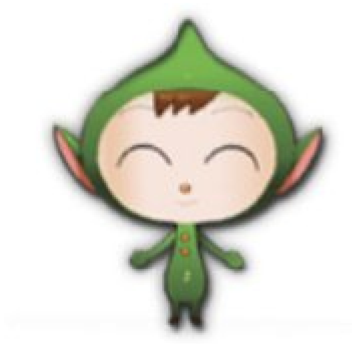
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Berries | Egg Cuisine |

### Rowan

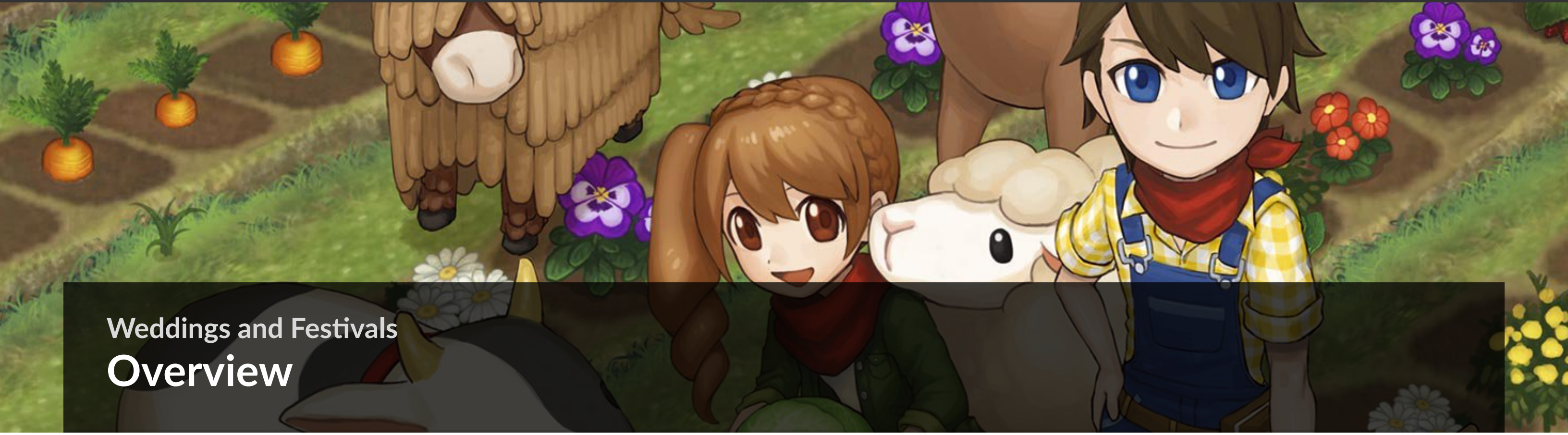


| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Cabbage | Lumber |

### Woody



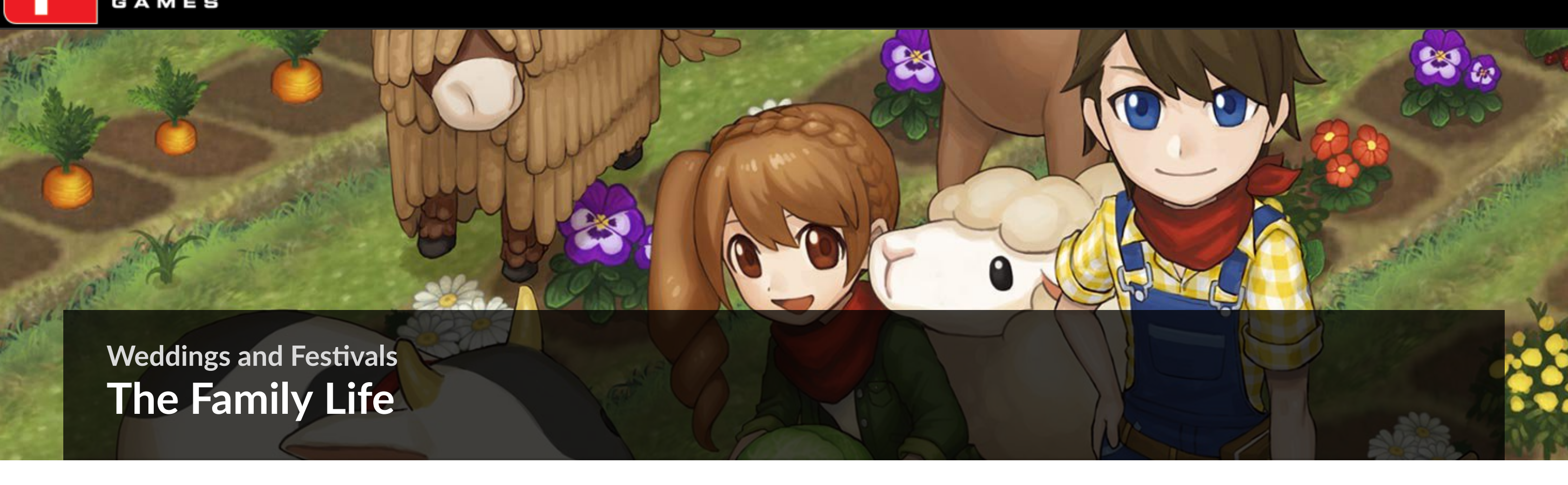
| Birthday | Favorite | Dislikes |
|---|---|---|
| Spring 18 | Apple | Iron, Iron Ore |



## Weddings and Festivals

# Overview

There’s so much more to life on the island than restoring the lighthouse and tending to your farm. The villagers who call Beacon Town home have a long tradition of organizing festivals and contests throughout the year. This chapter covers each event on the calendar, as well as the post-game goals of getting married and having a child. After all, holidays are more fun with someone by your side…



Weddings and Festivals

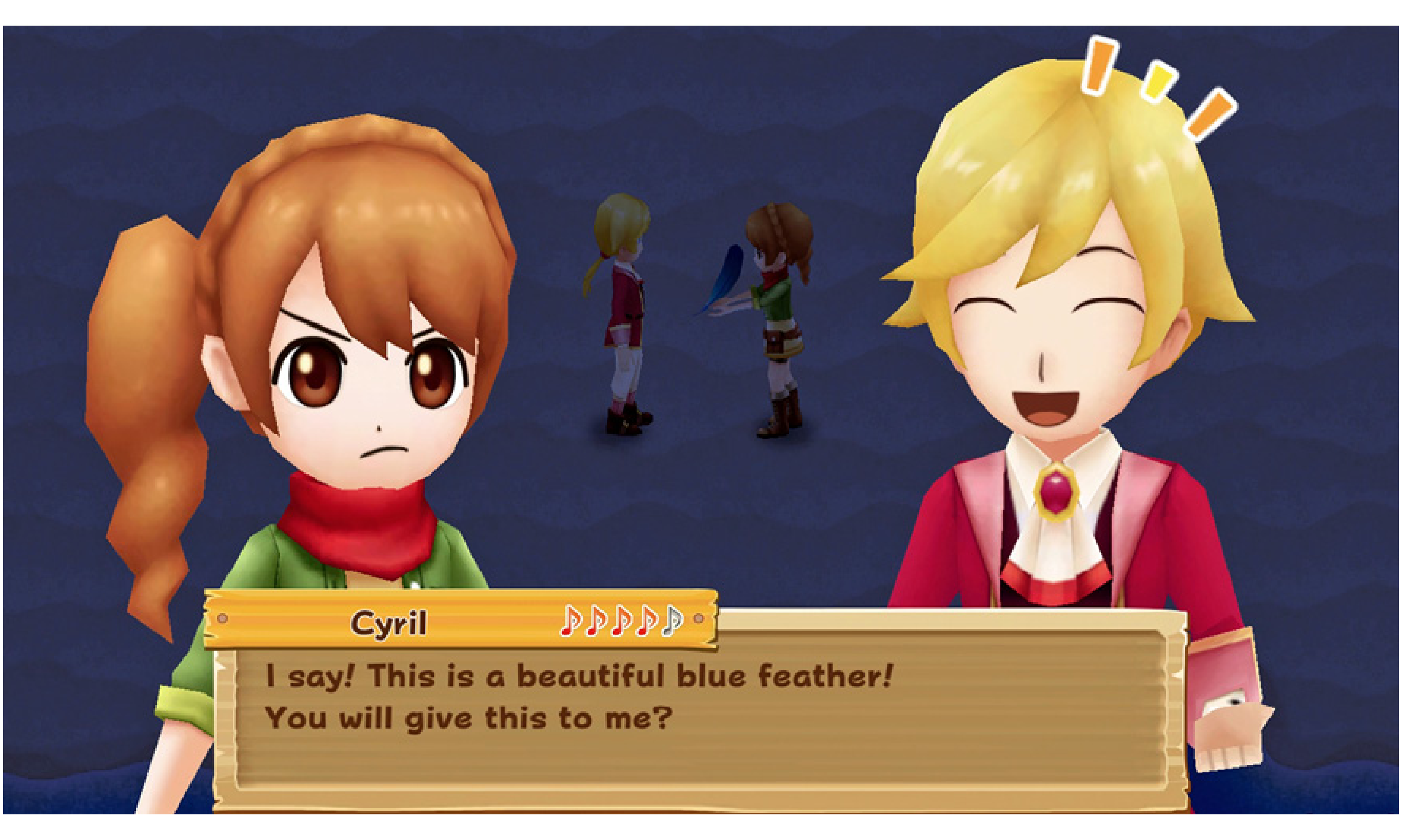
# The Family Life

Per the message the Harvest Goddess delivers in your dream, you need to think about more than serving others and restoring the lighthouse. It's time to think about starting a family.

## Getting Married

The first step in getting married is to decide which of the available bachelors or bachelorettes you want to get close to, and build their affection to four Musical Notes. Consult the **Meet Your Neighbors** chapter for tips, but keep in mind that the best ways to raise affection are by completing requests and giving gifts to other villagers every day.

Once you attain a four-note affection level and see a full set of romantic events with an eligible character of the opposite sex, the Harvest Goddess appears in your dreams to offer some guidance. In short, she alerts you to two additional requirements:



Cyril

I say! This is a beautiful blue feather!
You will give this to me?

1. You need the Large House upgrade.
2. You must acquire the Blue Feather.

You wake like on any normal day after the dream. Make your way through the day, then head to sleep. This time you dream about the Blue Bird returning to Azure Rock at the beach.

Rowan greets you when you wake and tells you it's a beautiful day and that you should visit Azure Rock at night. Go about your day and make sure to stay awake until 6:30 p.m., then head to the beach. There, the Blue Bird presents you with the Blue Feather. Oliver appears to explain the significance of the Blue Feather—it's a symbol of trust and devotion. Give it to the character you wish to propose marriage to.

### Multiple Saves, Multiple Marriages

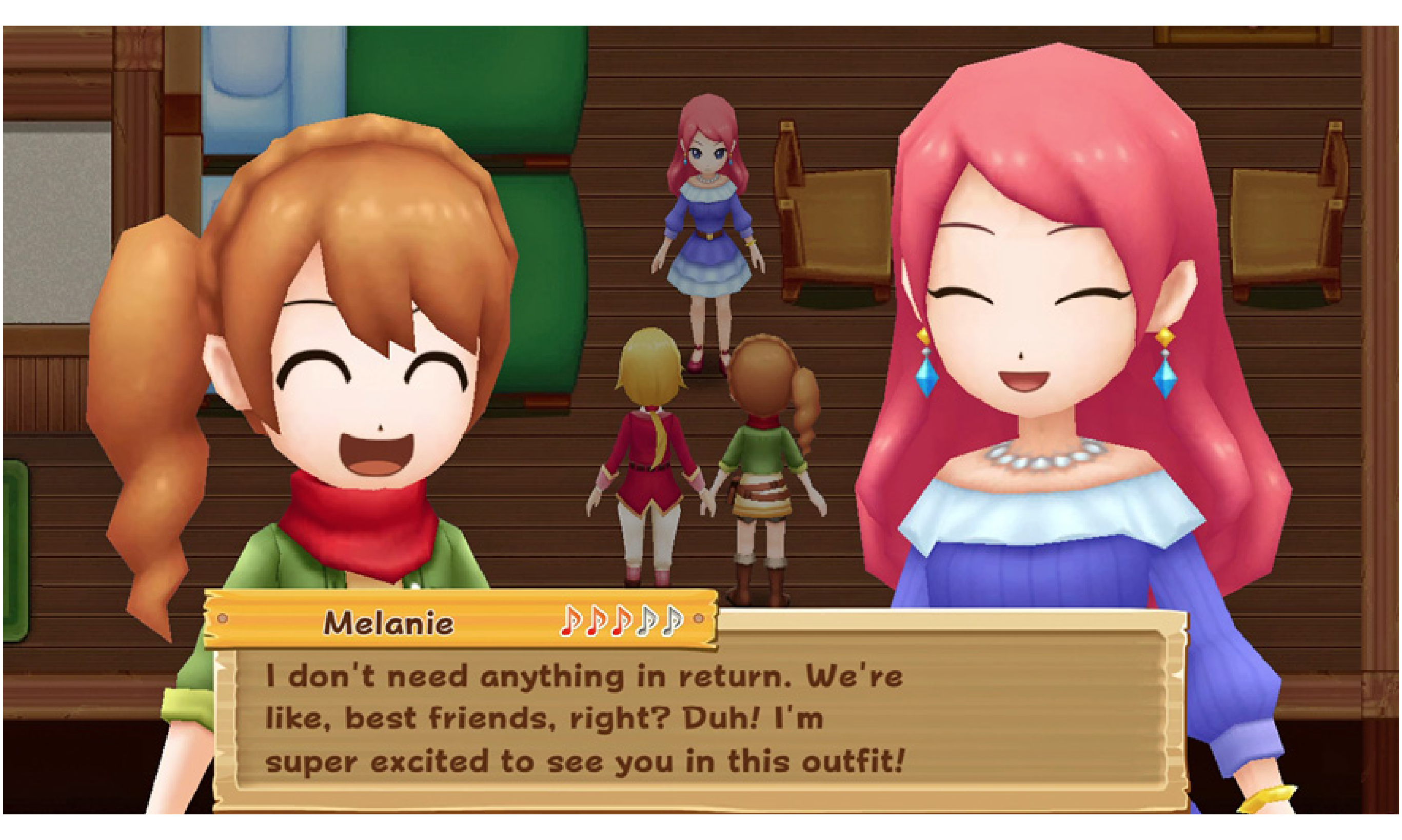
Take advantage of those extra game-save slots before you propose to your favored character. Create multiple game saves so you can go back and experience the marriage sequence with multiple characters.

Once you make your decision on whom to marry, visit that character and select the option to propose to them. You're free to say no for now and continue to build your affection with other characters, if you choose.

After the proposal is accepted, your fiancé likely suggests telling someone close to him/her. From there, you're instructed to get a wedding dress and tuxedo made. That means talking to Melanie!

Visit Melanie the next day (other than Sunday) to tell her about your wedding. She's really excited to make you a wedding dress and tuxedo, but needs 2x Great Cotton Candy Wool and 2x Great Silky Fur in order to complete the clothes. Gus is inspired too and offers to make Melanie a new sewing machine, so you need to bring 3x Orichalcum Ore along with the fur.

Deliver the 2x Great Cotton Candy Wool, 2x Great Silky Fur, and 3x Orichalcum Ore to Melanie as soon as you can. It takes exactly one week for her to complete the wedding attire.



Melanie

I don't need anything in return. We're
like, best friends, right? Duh! I'm
super excited to see you in this outfit!

Return to Gus's Smithy one week later to collect the outfits from Melanie. She can't wait to see you married in them and wants to know when the wedding will be. You and your fiancé decide the wedding will take place exactly one week from the day you get the clothing. Note the day of the week and continue going about your normal life on the island until your wedding day.

### Baby Express!

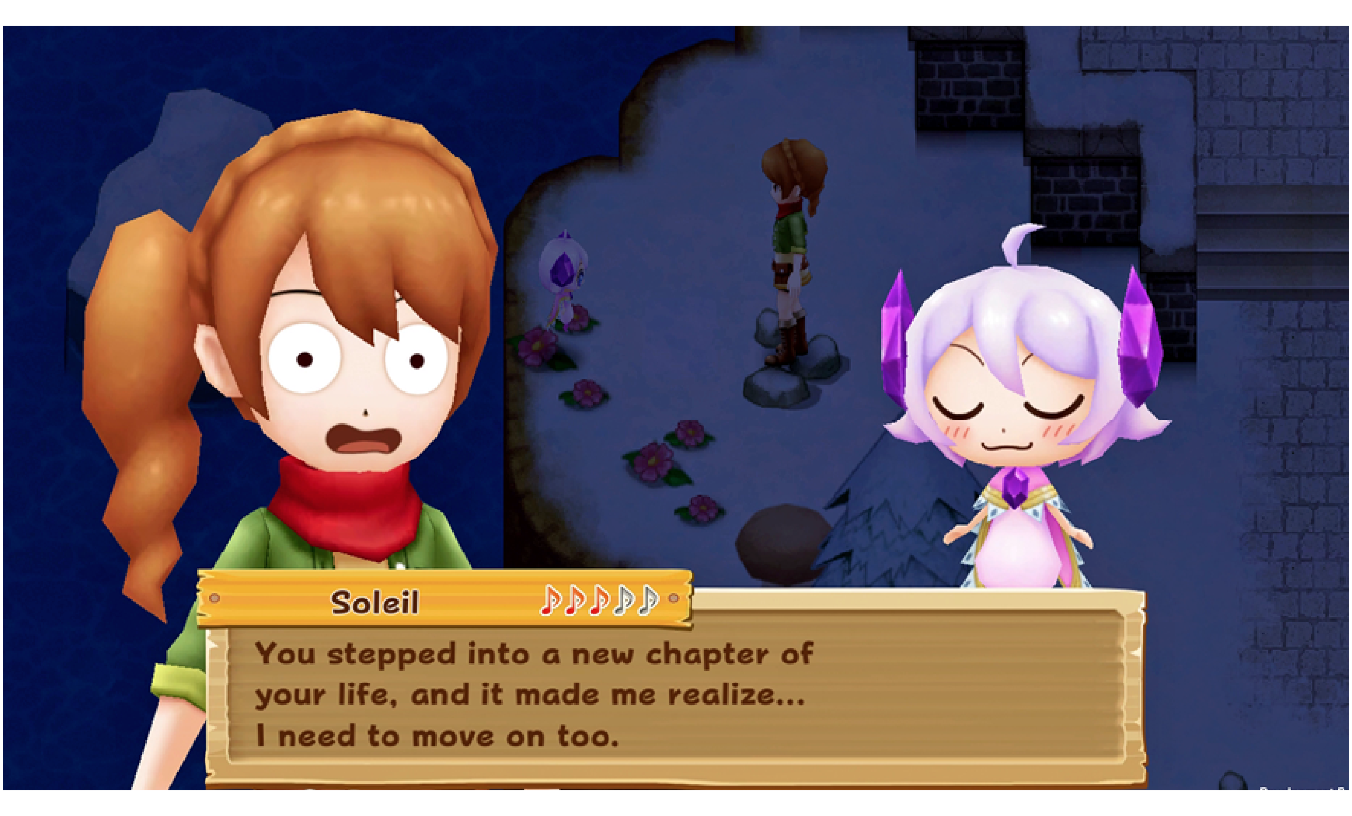
If you're anxious to have a baby as soon as the marriage takes place, then use the time leading up to the wedding to acquire the Giant House upgrade and the Crib that's unlocked. This ensures the wife is pregnant one month from the wedding date.

You wake on your wedding day to a cutscene with your fiancé, in which you greet each other in your dress and tux. Take a moment to feed your pets, then head to the wedding. The wedding takes place at Beacon Town Square, with Sam presiding over the ceremony.

After the wedding, you return home with your spouse (who now has five Musical Notes), ready to begin your life as a married couple. Your spouse largely sticks to their old routine, visiting their old home from time to time, but you often see them in your house, sleeping in your bed, walking around. Everyone in town continues to offer you their congratulations for days to come!

### Soleil Moves Out

The night of the wedding, Soleil asks to talk to you. She's thankful for your time but is going to move in with the Harvest Sprites, to ensure you have enough room with your spouse. Don't worry about the Magentocrystal, though, as it stays in your house and you can still employ Soleil for co-op sessions whenever you want.

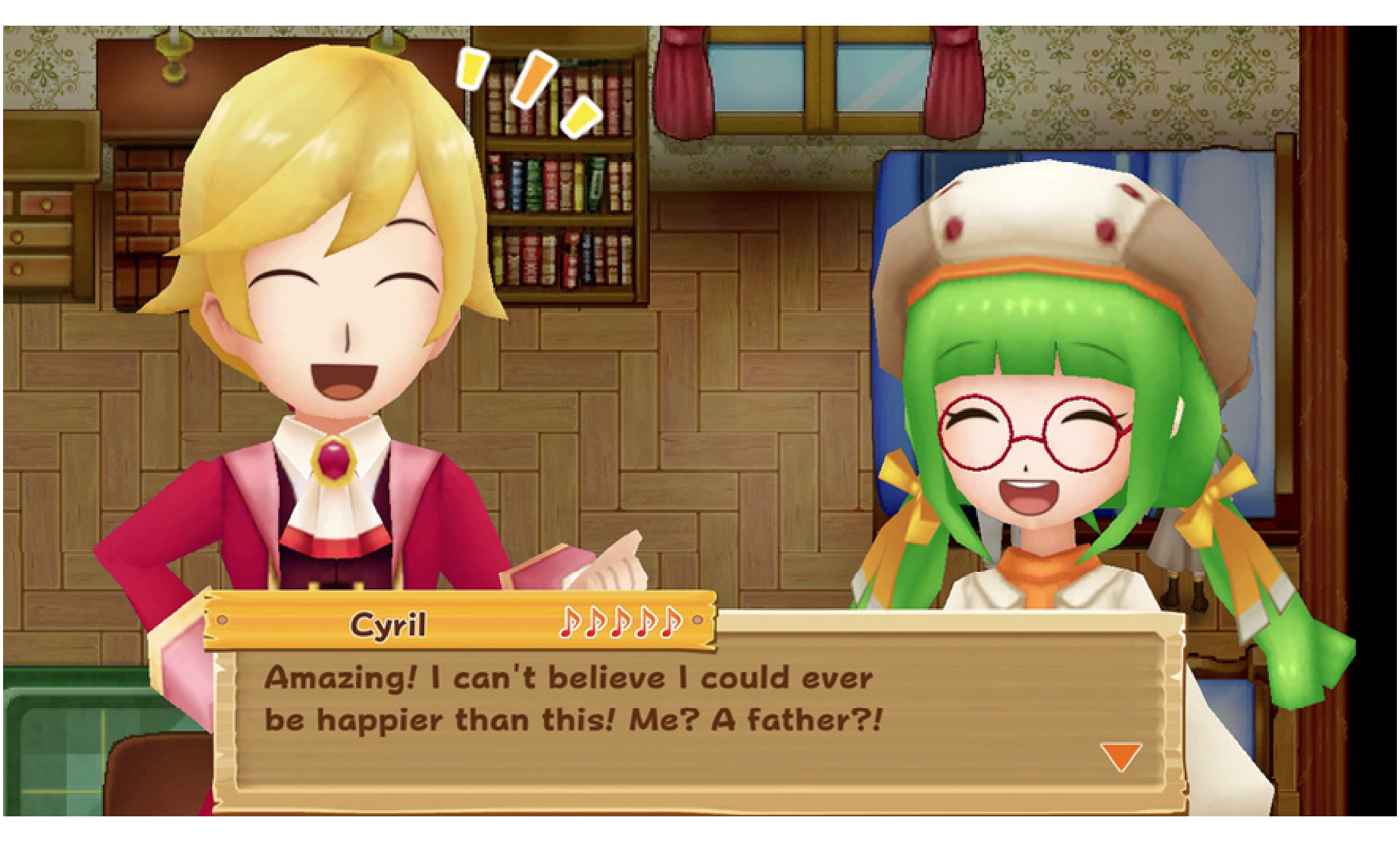


Soleil

You stepped into a new chapter of
your life, and it made me realize...
I need to move on too.

## Having a Baby

Now that you're married, it's time to take the steps necessary to have a baby. That means ensuring you have the Giant House upgrade and the Crib. Provided you have a Crib in the Giant House before your wedding day, the wife becomes pregnant exactly thirty days from the day of the wedding. You needn't do anything to make this happen, other than watch the ensuing cutscene as the couple discovers that they're going to have a baby.

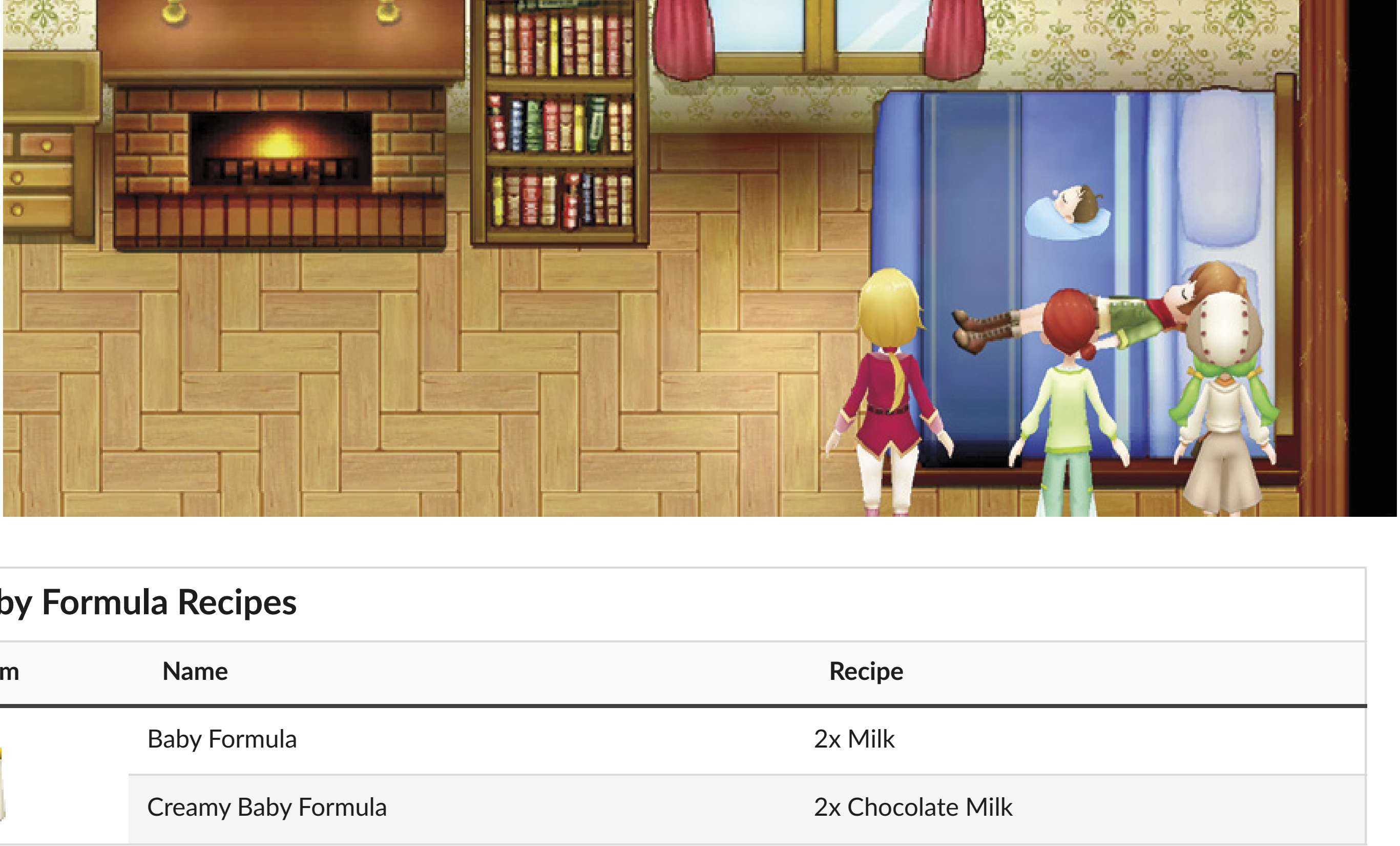


Cyril

Amazing! I can't believe I could ever
be happier than this! Me? A father?!

Thirty days after you learn of the pregnancy, another cutscene takes place in which the couple talks about the baby's gender. This is your opportunity to pick whether you'd like to have a boy or girl, or leave it up to chance. The baby is born thirty days after the gender-selection cutscene.

The delivery day arrives sixty days after the pregnancy occurs. Jeanne and Carol arrive to assist in the baby's birth. Carol provides you with **10x Baby Formula**, a **Rattle**, and a **Picture Book**. As a parent, it's up to you to feed it Baby Formula (or Creamy Baby Formula) every day and to play with it. The Harvest Sprites (and your spouse) take care of the child while you tend to your normal chores—having a baby doesn't interfere with your workday at Beacon Town!



### Baby Formula Recipes

| Item | Name | Recipe |
|---|---|---|
| | Baby Formula | 2x Milk |
| | Creamy Baby Formula | 2x Chocolate Milk |

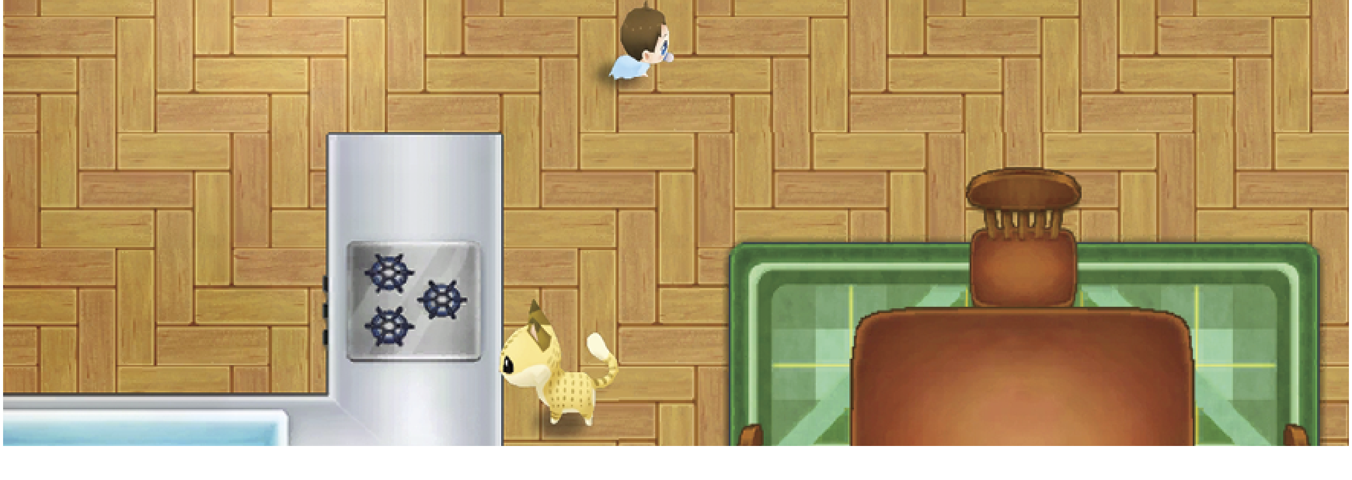
Your child grows up, with a different milestone occurring every thirty days, provided you continue to feed and care for it every day. Eventually, it becomes old enough to talk in complete sentences and to be read to. The child reaches its maximum maturity on its first birthday.

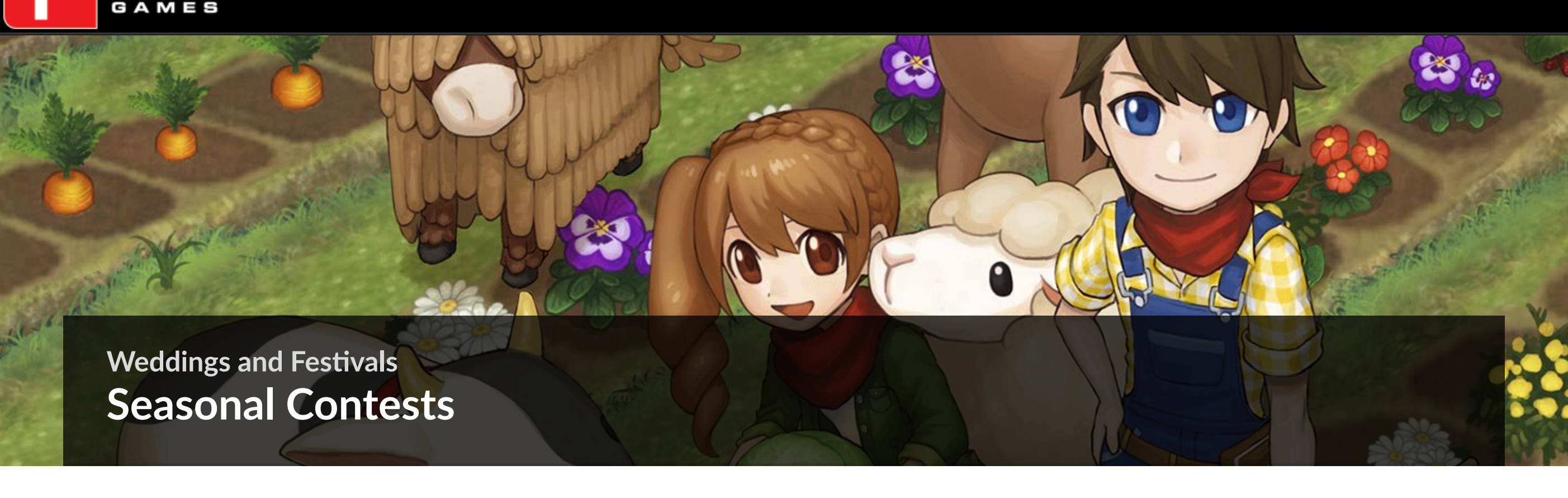
### Baby Formula on the Cheap

Bastian sells Baby Formula for 5G per bottle! This is an absolute steal, so visit his restaurant after the birth to buy 99x bottles of Baby Formula at a time. You have to make the Creamy Baby Formula in your kitchen if you wish to feed your child that.

### Fast-Forward Toddler

To race through your child's first year at the expense of your farm duties, all you need to do is go outside until your child wakes at 7:00 a.m. every morning. Head inside, feed it, play with it, then go to sleep. This is a great way to advance through the year if you're aiming to unlock an Achievement.





Weddings and Festivals

# Seasonal Contests

There are two contest every season throughout the year. These friendly contests are free to enter and have three different classes each: Beginner, Intermediate, and Advanced. Finish in first place in one class to unlock the next highest. Don't worry about forgetting the date, as the contest organizer pays you a visit each day when you wake up to remind you. All you need to do is attend the contest between 10:00 a.m. and 3:59 p.m. to enter (though we recommend getting to the Fishing Contest bright and early).

## Fishing Contest

- Spring 5
- Summer 5
- Fall 5
- Winter 5

Sam organizes the monthly Fishing Contest and stages it in the town square. Stock up on the best bait you can acquire before 10:00 a.m. and make sure your Stamina is full, so you needn't worry about eating during the contest.

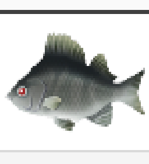
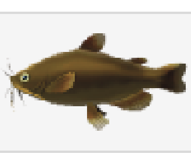
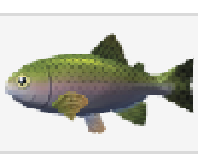
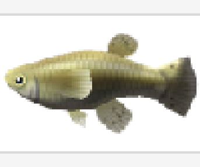
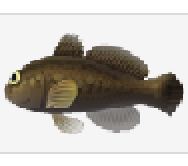
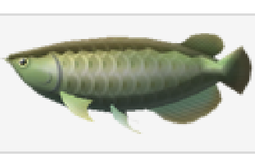
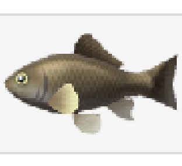
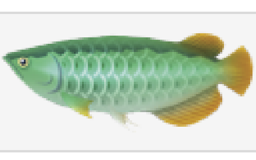
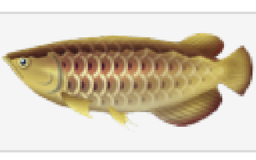
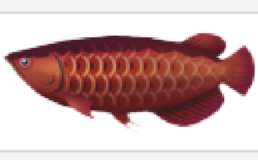
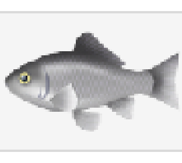
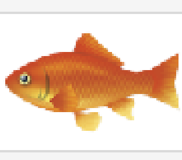
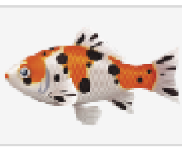
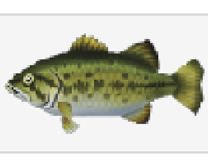
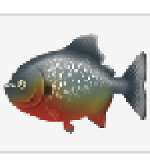
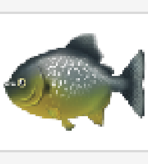
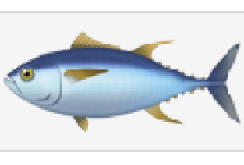
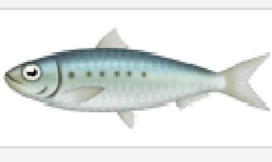
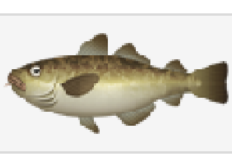
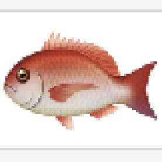
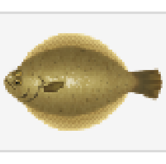
The goal is to catch as many of the biggest fish as you can. Points are awarded based on the size of the fish caught—not the species—and though it's possible to accumulate a lot of points with numerous smaller fish, you must catch at least a few medium-to-large fish to win. An exceptionally large specimen of a given fish species may yield a few extra points more than normal.

### Fishing Contest: Prizes

| Class | Points to Win | Prize |
|---|---|---|
| Beginner | ~350 | Peridot Ore |
| Intermediate | ~580 | Onyx Ore |
| Advanced | ~1050 | Emerald Ore |

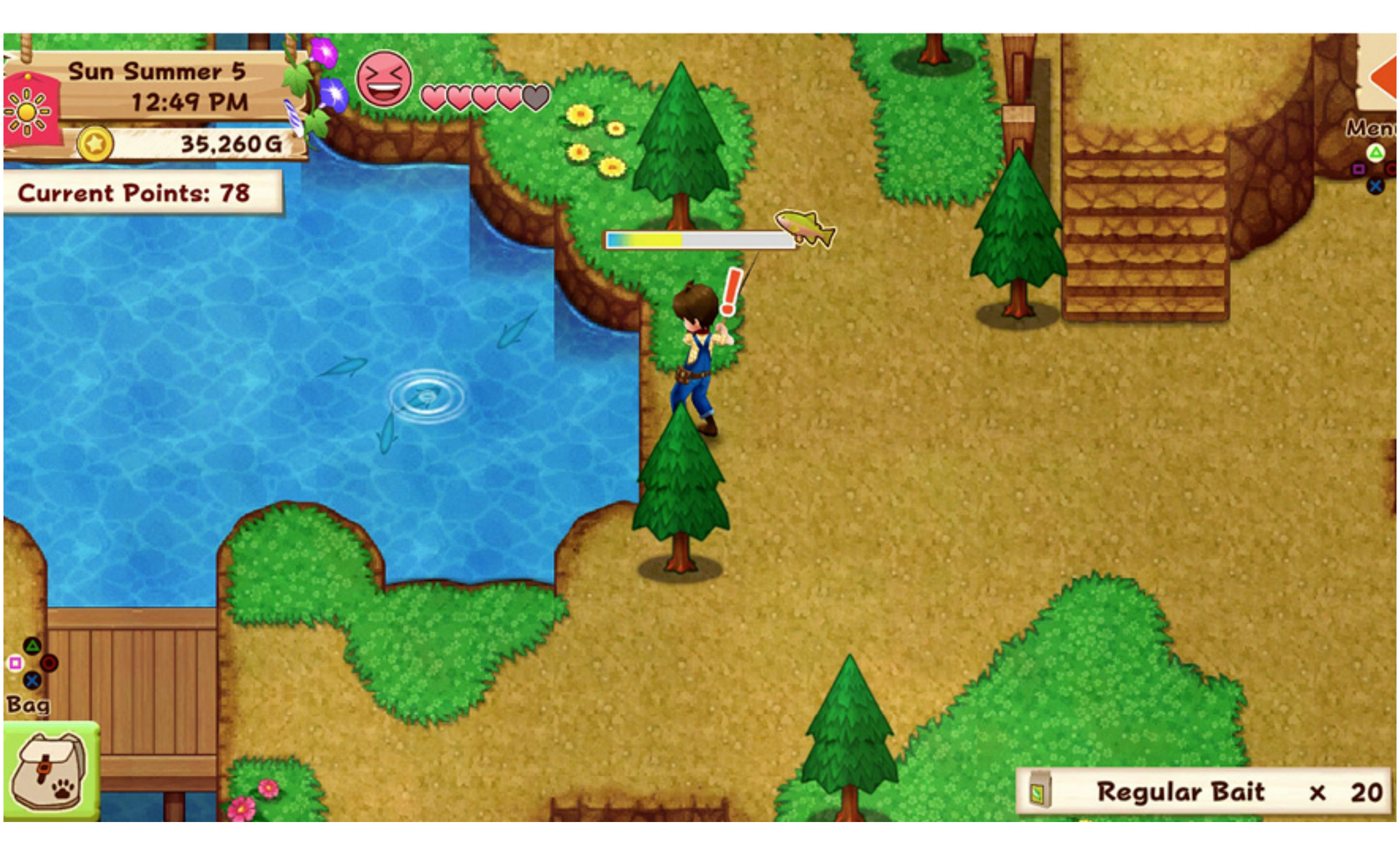
You likely get your first invitation to a Fishing Contest on Summer 5 of your first year. Follow our tips here to win each class in your first attempt during summer, fall, and winter. But don't worry if you don't; there's always next season!

### Fishing Contest: Points per Fish

| Species | Name | Chance of Appearance (%) | Average Size (mm) | Average Points |
|---|---|---|---|---|
|  | Akame | 5 | 500 | 430 |
|  | Bullhead | 20 | 600 | 90 |
| | Electric Eel | 5 | 600 | 900 |
|  | Rainbow Trout | 20 | 300 | 50 |
|  | Mosquitofish | 40 | 20 | 10 |
| | Perch | 30 | 250 | 10 |
| | Yellow Perch | 20 | 200 | 10 |
|  | Goby | 20 | 100 | 30 |
| | Barbatus | 20 | 40 | 100 |
|  | Arowana | 10 | 500 | 100 |
| | Bluegill | 20 | 100 | 30 |
|  | Crucian Carp | 30 | 100 | 30 |
| | Alligator Gar | 10 | 1500 | 570 |
|  | Green Arowana | 5 | 500 | 240 |
| | Banjar Arowana | 5 | 500 | 570 |
|  | Golden Arowana | 5 | 500 | 730 |
|  | Super Red Arowana | 5 | 500 | 930 |
|  | White Crucian Carp | 30 | 150 | 70 |
|  | Goldfish | 10 | 30 | 210 |
|  | Calico Goldfish | 10 | 20 | 380 |
| | Spotted Gar | 20 | 500 | 200 |
|  | Black Bass | 20 | 200 | 50 |
| | Tilapia | 20 | 200 | 20 |
| | Redbelly Tilapia | 20 | 200 | 50 |
| | Arapaima | 10 | 1000 | 640 |
|  | Piranha | 20 | 100 | 30 |
|  | Piraya Piranha | 20 | 200 | 80 |
|  | Tuna | 20 | 1000 | 300 |
|  | Sardine | 30 | 50 | 20 |
|  | Cod | 20 | 400 | 70 |
|  | Sea Bream | 20 | 200 | 100 |
| | Striped Beakfish | 20 | 200 | 100 |
| | Righteye Flounder | 20 | 200 | 130 |
|  | Olive Flounder | 20 | 200 | 130 |

### Beginner Class

Assuming you enter the Beginner Class tournament on Summer 5 of your first year, you should have the Master Fishing Rod or better. Load up on Regular Bait and talk to Sam as soon as the contest begins to have the most time to fish.

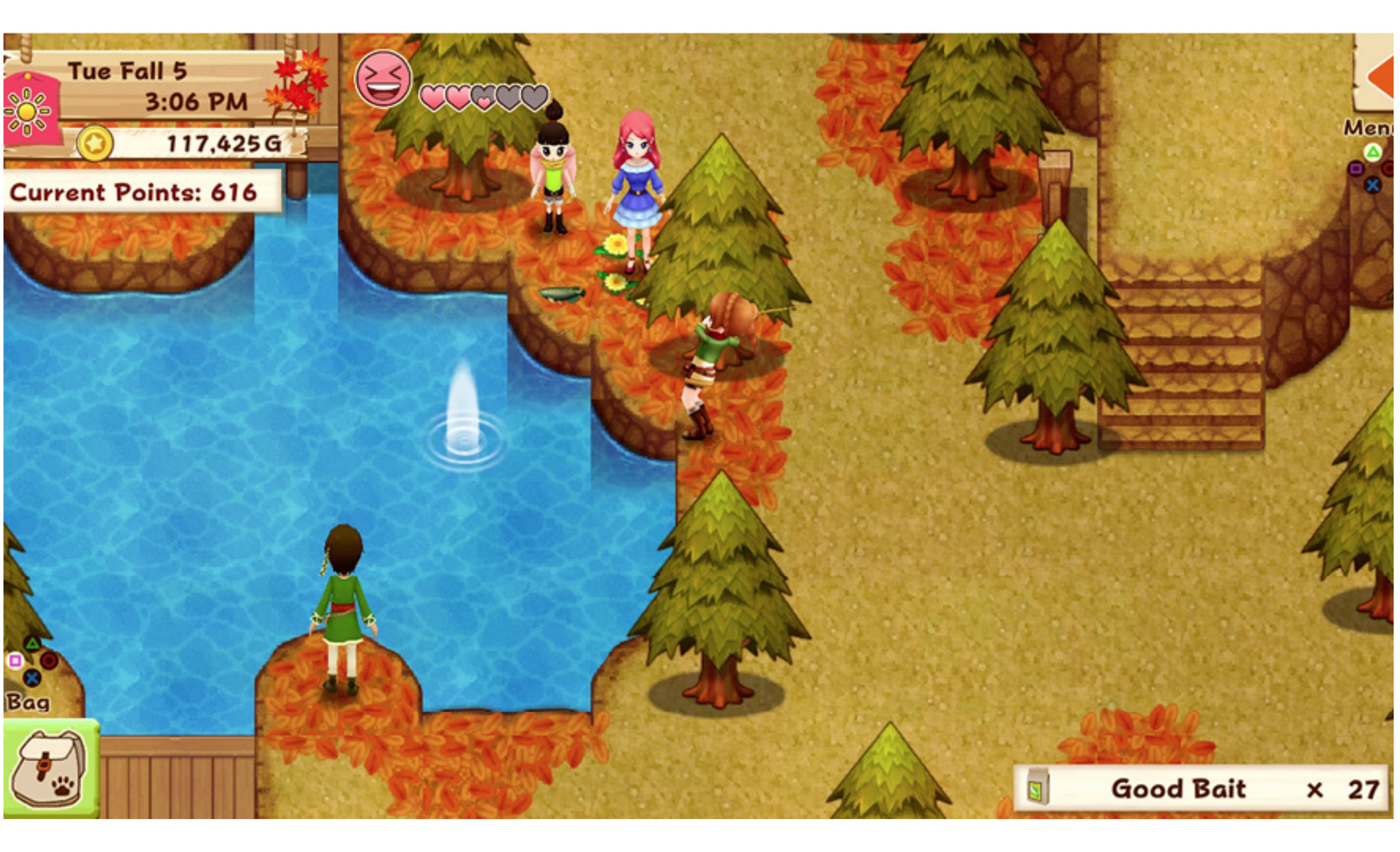


Head to the mountain right away and fish in the lake above the waterfall. Here you should be able to catch enough Bluegill, Perch, Piranha, and Barbatus to win first place. Cast your bait and immediately reel it in if you don't see any fish shadows. Similarly, consider casting again if the only fish shadows are small, meaning they're likely Mosquitofish.

> **Daylight Exceptions**
>
> Though you're likely to only catch morning and daytime fish (10:00 a.m. to 4:00 p.m.) during the contest, there's a slight chance of catching a nighttime or evening fish.

### Intermediate Class

Winning this contest requires quite a few more points, but it can be won without access to the lighthouse overlook pier or the pond in Farm: Eastern Area. Entrants should have acquired the Master or Glorious Fishing Rod upgrade by now, along with a healthy stock of Good Bait, though Excellent Bait is better.

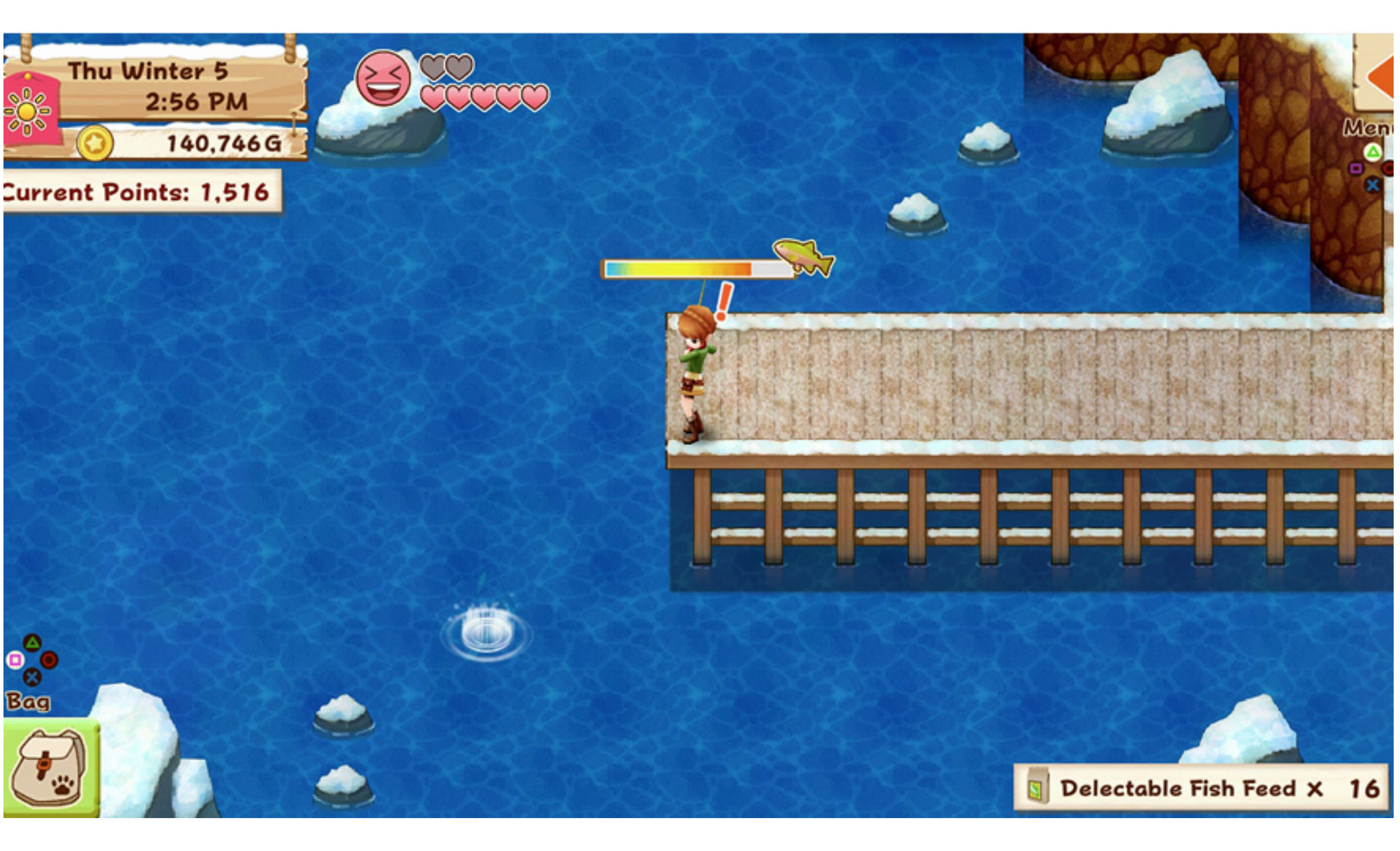


Consider heading to the pond in Farm: Eastern Area if accessible, or the lighthouse overlook if you can, but if not, visit the mountain lake above the waterfall as described for the Beginner Class tournament. The improved rod allows you to catch multiple fish at once, and the Good Bait attracts better fish, reducing the likelihood of catching Mosquitofish.

> **Autumn Excellence**
>
> If you have access to Excellent Bait and are entering this contest in the fall, fish the waters of the farm. The Golden Arowana and Banjar Arowana that swim in the stream by the farm—and the pond to the east—make winning this tournament a cinch!

### Advanced Class

The Advanced Class requires a lot more points and is best suited to those who've repaired the lighthouse overlook fishing pier and have access to the Glorious Fishing Rod and Delectable Fish Feed. Ideally, you're taking on the Advanced Class on Winter 5 of your first year. Head to the pier at once and cast off the far southwestern edge, right to where the Tuna lurk. With some luck and patience, you should reel in a thousand points' worth of Tuna in no time!



## Cooking Contest

- Spring 20
- Fall 20

Bastian runs the twice-a-year Cooking Contest at the Beacon Town Square. The contest begins at 10:00 a.m., but you have until 3:59 p.m. to enter, should you need the day to procure some last-minute ingredients. The contest is straightforward: pick a class to enter, then offer up a dish to be judged. Points are awarded based on the complexity of the dish and the quality of ingredients. Recipes requiring higher-grade, rarer ingredients and a larger number of them are worth more points.

### Cooking Contest Points & Prizes

| Class | Points to Win | Prize |
|---|---|---|
| Beginner | ~4,500 | 6x Golden Pepper Seeds |
| Intermediate | ~9,000 | 6x Dryad Seeds |
| Advanced | ~19,000 | 6x Giant Pumpkin Seeds |

You likely enter you first Cooking Contest on Fall 20, as Spring 20 is too soon after your arrival on the island. Bastian shows up at your house when you wake to alert you to the festivities. Make sure you have at least one dish of substance to enter the contest. It needn't be fancy, as even a higher-quality egg can yield a wealth of points.

Bastian
Congratulations! Tres bien!
It was very delicious!
Such wonderful cuisine!

### Winning Dish Suggestions

| Class | Cuisine Required | Example of Winning Recipe |
|---|---|---|
| Beginner | No restriction | Ultimate Cheese (5200) or Ultimate Yogurt (5200) |
| Intermediate | No restriction | Supreme Fried Egg (12,000) or Grilled Yellow Perch (16,000) |
| Advanced | No restriction | Trout Acqua Pazza (32,000) or Peach Pie (32,000) |

## Dog Races

- Summer 20
- Winter 20

The Dog Race alternates with the Cooking Contest throughout the year and is organized by Naomi. She visits the morning of the contest to let you know to be at the beach between 10:00 a.m. and 3:59 p.m. to enter your dog in the race. Naturally, you must have a pet dog in order to enter, but you can buy one from Sofia's Livestock immediately after upgrading your house.

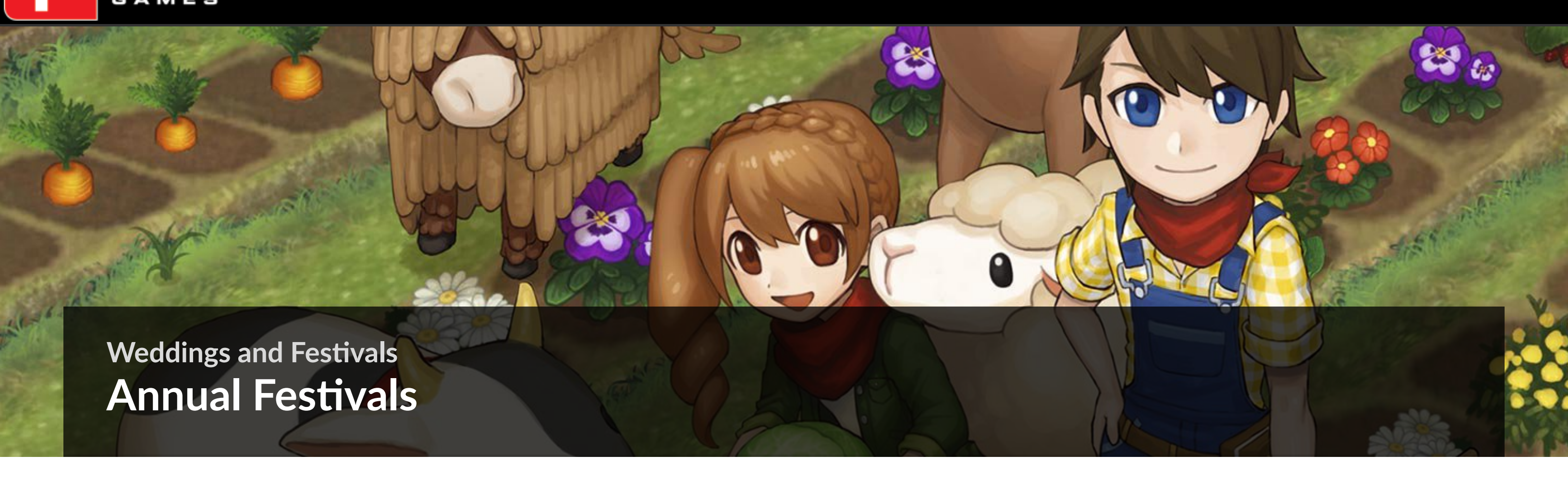
The key to winning the Dog Race is to maintain a good relationship with your dog by petting it each day and remembering to feed it. Consider feeding it with Delicious Animal Feed in the days leading up to the contest to ensure it has a high affection for you.

### Dog Race Prizes

| Rank | Prize |
|---|---|
| Beginner | 6x Golden Pepper Seeds |
| Intermediate | 6x Dryad Seeds |
| Advanced | 6x Giant Pumpkin Seeds |

Winning the Dog Race is quite simple, regardless of class, as you need only get your dog to follow you to the finish line before the other contestants get there. Advance to the left slowly and turn around every time your dog becomes distracted or stops running. One tactic that works well is to tap left twice, then to the right once. Even this is unnecessary if your dog has a maximum affection rating.

The only difference in the race events is the distance of the course. Tilt the controls gently to run at a slower pace so your dog can keep up, and double back whenever he slows down. Before you know it, you'll be way out in front and cruising to the finish line!



Weddings and Festivals

# Annual Festivals

There are a number of annual events on the calendar that serve to pull the community together and give you a chance to raise your popularity with the townsfolk. Many of them also serve as ideal opportunities to go on dates with a special someone.

## Flower Festival

- Spring 10

The Flower Festival takes place each spring (beginning in Year 2), as a celebration of the thawing snows and budding flowers. Unlike some other events, there's no designated time and place to attend, and you needn't ask for a date. This day-long festival is celebrated by the sharing of flowers. Each villager has their own favorite flower, and you can raise their affection toward you by giving them a flower, preferably the one they like best.

Thu Spring 10
6:46 AM
236,346G
Menu
Bag
Marguerite × 2

We've included the following table detailing each villager's favorite flower, but to gather some insights on your own, pay Tabitha a visit the week of the Flower Festival. She uses her fortune-telling powers to divine villagers' flower preferences for you.

### Flower Festival: Villagers' Favorites

| Villager | Favorite Flower |
|---|---|
| Bastian | Yellow Pansy |
| Blossom | Pink Dahlia, Pink color flowers |
| Calvin | Carnation, Red color flowers |
| Carol | Pink Pansy |
| Cyril | White Dahlia |
| Dean | Carnation |
| Dewy | Blue Rose, Blue color flowers |
| Doc | Blue Rose |
| Edmond | Yellow Dahlia |
| Elise | Yellow Tulip |
| Flint | Sunny Red, Brown color flowers |
| Gabriel | Cosmos |
| Gareth | Viola |
| Gorgan | Marguerite |
| Gus | Purple Pansy |
| Harvest God | Blue Rose |
| Harvest Goddess | Tulip |
| Jeanne | Pink Carnation |
| Melanie | White Rose |
| Michael | Sunflower |
| Naomi | Pink Rose |
| Nova | Red Rose |
| Oliver | Purple Pansy, Purple color flowers |
| Rowan | Yellow Tulip, Yellow color flowers |
| Sally | White Tulip |
| Sam | Pink Dahlia |
| Sofia | Yellow Tulip |
| Soleil | Viola |
| Tabitha | Sunny Red |
| Woody | Sun Flower, Green color flowers |

## Fireworks Festival

- Summer 25

The annual Fireworks Festival is a great opportunity to get to know a special someone better. Rowan arrives at your house the morning of the 19th, a week before the festival, to remind you to invite someone. That week, whenever you speak with a bachelor/bachelorette of the opposite sex, you're prompted to invite them to the Fireworks Festival. You don't have to invite the first person you talk to—hold on to the invitation until you speak with the character you're most interested in. This date is a great way to boost affection and get closer to being able to propose marriage.

Cyril
Ah, my apologies. I didn't mean to make you feel awkward at that. The fireworks may have brought out my emotional side.

Come the night of the festival, you automatically return home at 5:00 p.m., and a cutscene involving the Fireworks Festival and your date occurs. You accompany your date to the beach, where the two of you watch the fireworks and get to know one another better. You arrive back home at 9:00 p.m.

## Harvest Moon Festival

- Fall 15

The Harvest Moon Festival is similar to the Fireworks Festival in how you participate. Rowan alerts you to the upcoming festival a week before it takes place, telling you to invite someone. Again, this is to increase affection with a bachelor or bachelorette of the opposite sex, so choose carefully.

On the night of the Harvest Moon Festival, you automatically travel home at 5:00 p.m. (don't go to bed early!), then travel to the top of the mountain (west of Edmond's house) with your date. There you watch the Harvest Moon light up the sky while you get to know your date better. Consider inviting the same character to the Fireworks Festival and Harvest Moon Festival. If you continue to offer gifts to that character and complete their requests, you should be in a position to propose before the Starry Night Festival in winter.

## Fall Festival

- Fall 30

The Fall Festival is a celebration of the harvest bounty the island has provided and is a chance to share food with the other villagers. Rowan alerts you to the Fall Festival's tradition of sharing food with other villagers, and visits to Tabitha during the week leading up to the event cast light on each villager's preferred dish.

Sat Fall 30
8:42 AM
138,026G
Nova
Ooh, that looks so good! It really fits the Fall Festival theme! Did you even know this was my favorite? Thank you!

Fall Festival is similar to the Flower Festival in that it's an opportunity to gift seasonal items to the other villagers in effort to increase your popularity and gain affection. Plan ahead and spend the fall days stocking your refrigerator with plenty of tasty dishes to get the most out of the event. Though you can't lose any affection by gifting the wrong item to a villager, you don't gain as much as you would by giving a favorite dish.

### Fall Festival: Villager's Favorites

| Villager | Favorite Dish |
|---|---|
| Cyril | Mushrooms, Pasta |
| Dean | Potatoes, Bread Cuisine |
| Edmond | Blueberries, Egg Cuisine |
| Elise | Tomatoes, Dairy Products |
| Gabriel | Watermelon, Fish Cuisine |
| Gareth | Hot Peppers, Jam |
| Jeanne | Asparagus, Vegetable Cuisine |
| Melanie | Celery, Bread Cuisine |
| Nova | Strawberries, Fish Cuisine |
| Soleil | Juice, Goldberries |
| Tabitha | Pumpkin, Sweets |

## Starry Night

- Winter 25

Starry Night is similar to the Fireworks Festival and Harvest Moon Festival. Rowan alerts you to the need to invite someone to the festival a week before it occurs, giving you plenty of time to ask that special someone. If you're already married or engaged, Rowan doesn't appear, as your date is already determined.

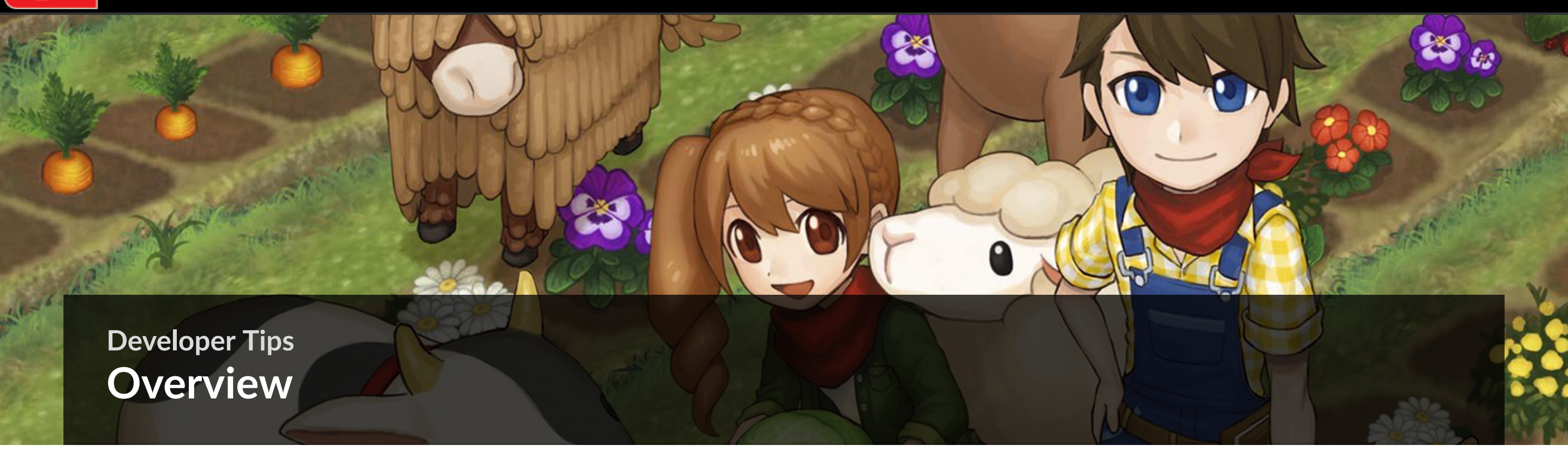
As with other nighttime festivals, you automatically return home at 5:00 p.m. (don't go to sleep early!) and proceed to the mountain with your date/spouse. Together, you view an extravagant night sky filled with twinkling stars. It's just the type of night that increases affection toward your character.

## New Year's Festival

- Winter 30

New Year's Festival is the perfect time to spend with your spouse (though you're prompted to invite someone if unmarried). Unlike the other festivals, this one takes place at your house and starts quite a bit later. Go about your day with an eye toward staying awake until 9:00 p.m. You automatically return home for the New Year's Festival.

That night, you and your partner enjoy a nice meal at home and reflect on the year that was and your good fortune. It's not a long festival, but it's a pleasant, quiet end to your first year on the island. Congratulations! Rowan greets you in the morning, to encourage you to extend a New Year's greeting to the other villagers.



### When upgrading tools, which ones do you recommend focusing on first?

**Taka:** In my case, I always go for the Hoe so it will help me find the ladders in the mine.

**Adam:** Like Taka, I focus on the Hoe so I can find the ladders in the mine easier.

**Tanaka:** Upgrading the Hoe will be my priority. Mainly because various kinds of ores are required for repairing houses, and upgrading the Hoe will do a better job in finding the ladder to advance in the mine.

**Sekine:** Watering Can is my choice. Because watering crops is an everyday thing.

**Nakata:** Watering Can! I like growing crops and flowers, and only being able to water one at a time takes far too much time out of the day and is tough…

**Suwa:** The Watering Can, because not only does it water multiple squares, but it can also store more water so I don't have to constantly go back to refill it.

**Ooshima:** Hoe, because it really helps finding the ladder in the mine.

**Suzuki:** Watering Can is my choice because it really helps with all the watering.

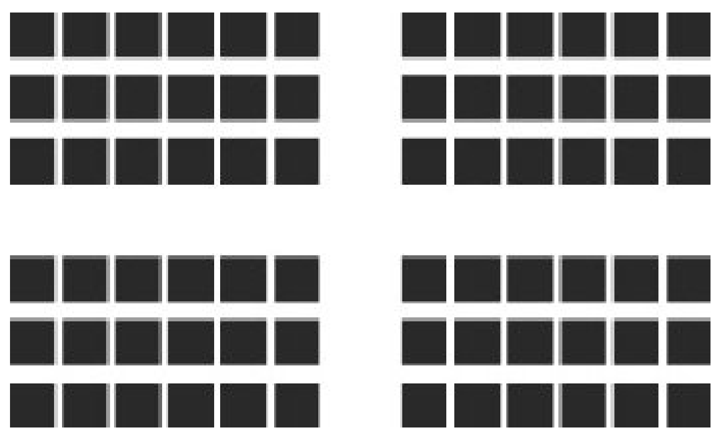
### What is your preferred planting style? Rows, checkerboard, or a grid of nine?

**Taka:** I usually go with rows in the beginning, and as the farm starts to expand, I start to play around like playing Picross.

**Adam:** I start by planting two rows of three to save some cash early in the game. Once I start making a decent amount of money, I switch to a larger area, especially if I'm trying to grow mutations of something.

**Tanaka:** I tend to go 3x3, since that is the maximum amount that the player can sow and harvest at once.

**Sekine:** Four 3x6 (like below) is what I do. Each group will be a different crop. I call it the "England Flag Style"!



**Nakata:** 3x5, because this area can be watered by the highest upgraded Watering Can.

**Suwa:** 3x3. Simply because I have the habit of pushing and holding the Action Button.

**Ooshima:** 3x3—that is the most you can sow and harvest at once.

**Suzuki:** From the past titles' habits, I tend to do 3x3.

### Are there any tricks to finding the ladders in the mine?

**Taka:** Nope. I tried many different ways, but I can't really seem to find any tricks… If I'm lucky, I find it quickly, but if not, I tend to end up digging all around…

**Adam:** For me, upgrading my Hoe as fast as possible seems to be the best option. You can till a wider area using less Stamina, and you'll need it on the lower levels of the mine.

**Tanaka:** The position of the descending ladder is completely random; however, I can say that the ladder won't appear in the bottom row touching the wall.

**Sekine:** Go to the farthest square from the ladder, and each time you hoe the ground, think, "Ladder!" and hope strongly in your heart. I know it's not a trick, but this is what I usually do and it tends to work…sometimes. (laugh)

**Nakata:** I follow Tanaka-san's advice!

**Suwa:** Listen to your heart…and be sure to have enough Bread, so you won't pass out in the middle of mining.

**Ooshima:** Not really a trick, but have enough food and be careful not to run out of Stamina.

**Suzuki:** Not a trick, but I usually start with the ground that is not next to the wall or ore stones.

### Any tricks for winning the Fishing Festival? Cooking Festival?

**Taka:** For the Cooking Festival, I usually try to cook a food that requires higher-quality ingredients. For fishing, definitely upgrade the rod and use bait to lure the fish.

**Adam:** For the Fishing Festival, using high-quality bait and an upgraded Fishing Rod is key. For the Cooking Festival, try cooking something using the highest-grade crops, Milk, Butter, etc., as possible, as that will give you a better chance at winning.

**Tanaka:** For the Fishing Festival, use good bait and fish at the beach pier—that is what I always do. In regards to the Cooking Festival, this is not really a trick, but the best thing to do is to take good care of your cows and chickens. This is because the "Legendary" foods require high-quality Milk and Eggs, which in turn score twice more than the normal foods. Also, by using Brown Cow Milk and Brown Chicken Eggs, you will score 1.5 times more than using normal Milk and Eggs. You'll be able to purchase Brown Cow and Brown Chicken from Sofia's shop once the lighthouse has been restored.

**Sekine:** Fishing Festival: Aim for big fish at the beach! Cooking Festival: Use the best-quality ingredients.

**Nakata:** Fishing Festival: I try to aim for big Tuna! Cooking Festival: I try to gather many rare ingredients before the festival.

**Suwa:** Fishing Contest: Be calm…relax…and wait for the fish to come to you. Cooking Contest: Gather rare Ingredients!

**Ooshima:** Fishing Contest: Upgrading the Fishing Rod and preparing rare baits will be key. Cooking Contest: Since the score gets higher each time the food is cooked, I usually cook at least ten times before submitting it.

**Suzuki:** For the Fishing Contest, upgrade your Fishing Rod, and for the Cooking Contest, prepare as many ingredients as possible.

### The lighthouse has been restored. What's the first thing you focus on next?

**Taka:** I believe looking for my spouse is what I did, and, at the same time, started expanding the farm.

**Adam:** Getting married! You've had your eye on that special someone the whole game. Why wait?

**Tanaka:** Getting married!

**Sekine:** Bring gifts to Melanie every day!

**Nakata:** Discovering all the mutation crops is what I focus on!

**Suwa:** I focus on expanding my farm.

**Ooshima:** Raise affection with everyone and trigger everyone's event before actually proposing.

**Suzuki:** Getting married!

**Taka Maekawa** (Producer/Director)

**Adam Fitch** (Localization Manger/Editor)

**Kunimitsu Tanaka** (Planning Director)

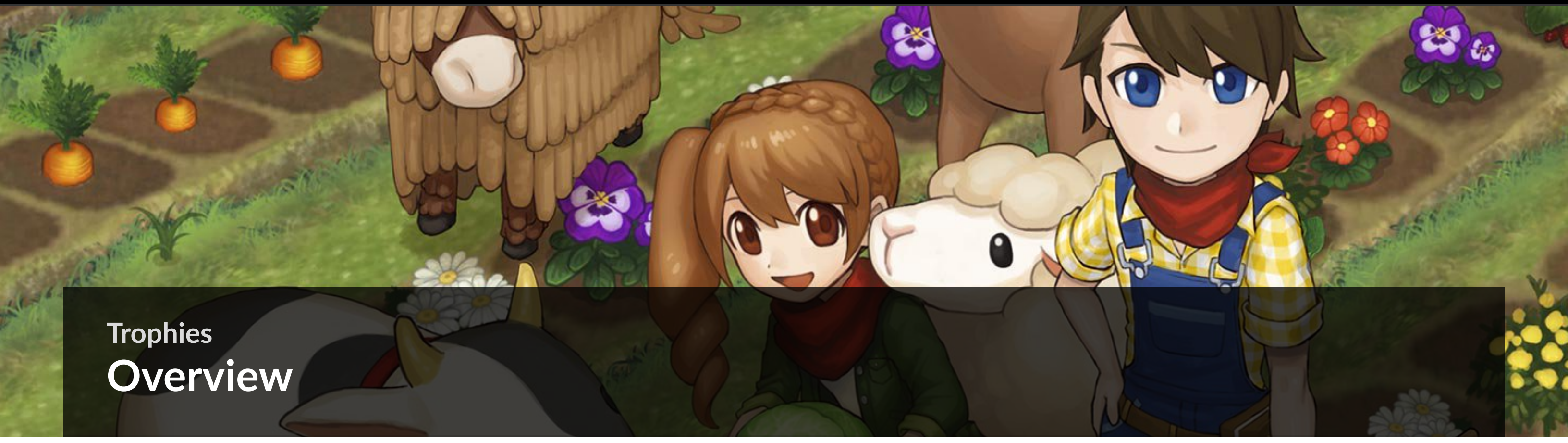
**Yasunari Sekinie** (Contributor)

**Eri Nakata** (UI Designer)

**Takashi Suwa** (Programmer)

**Toshiya Ooshima** (Planner)

**Hidemichi Suzuki** (Lead Programmer)



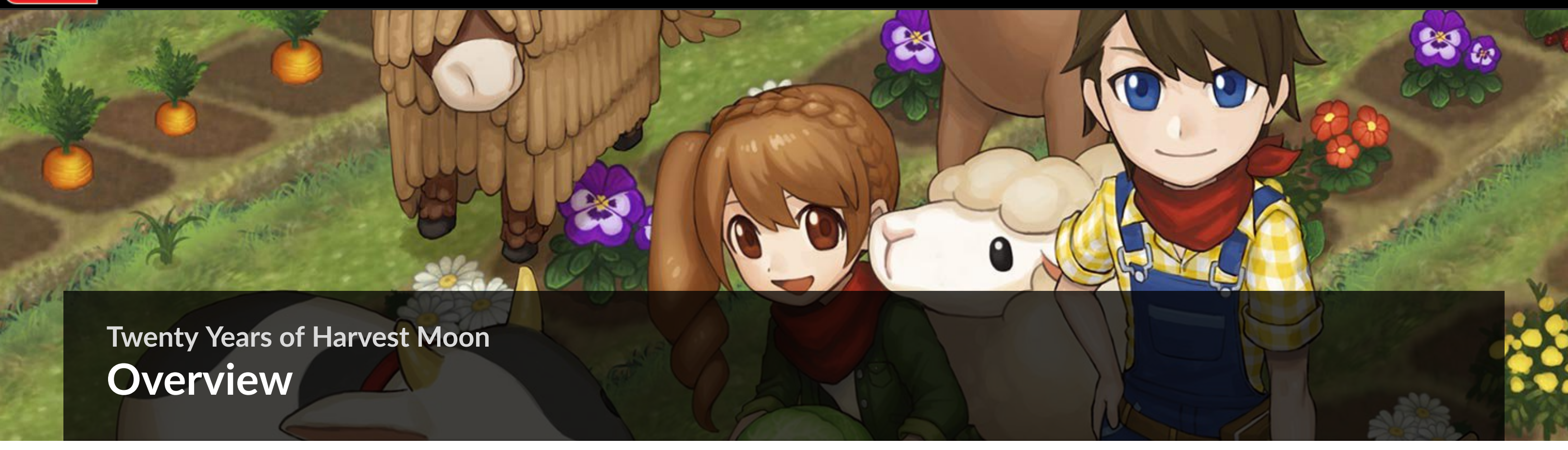
Trophies

# Overview

The PS4 version of *Harvest Moon: Light of Hope Special Edition* includes twenty-eight Trophies, worth a total of 1050 points. These same Achievements are also featured in the PC release of the standard game on Steam.

Each of these bonus goals is self-explanatory and can be acquired by completing the main story goals of restoring the lighthouse and through diligent play. Consult the individual chapters for additional tips. Of the following bonuses, the trickiest of all are Crop Connoisseur and 5-Star Chef, which require a mastery of the crop-mutation system. Check out the **Farmer's Handbook** chapter for tips.

| Trophy | Name | Description |
|---|---|---|
| Bronze | A New Friend | Become friends with someone. |
| Bronze | A Special Friend | Become closer to a friend. |
| Bronze | Someone by My Side | Become a good friend with someone. |
| Bronze | That Special Someone | Become more than friends with someone. |
| Bronze | Once in a Lifetime | Propose marriage to someone. |
| Bronze | Together Forever | Get married to someone. |
| Bronze | A Boisterous Voice | Have a child. |
| Silver | Help from Above | Using medicine, cure your child from Petrifaction. |
| Silver | The Future's So Bright | Have your child grow up. |
| Silver | Festival Fan | Win the Cooking Festival, Fishing Festival, and the Dog Race on Advanced. |
| Silver | Underground Ubermensch | Reach the bottom of the mine. |
| Bronze | Novice Farmer | Learn the basics of farming. |
| Silver | Light of Hope | Place the first Stone Tablet by the lighthouse. |
| Bronze | Novice Woodcutter | Get an Axe to cut down trees. |
| Bronze | Novice Angler | Get a Fishing Rod to catch fish. |
| Silver | The Light Grows | Place two Stone Tablets by the lighthouse. |
| Bronze | Minor Miner | Get a Hammer to break rocks and mine ore. |
| Silver | Light the Way | Place three Stone Tablets by the lighthouse. |
| Silver | Dum-Da-Da-DAA! | Make Strawberry Jam and revive the Harvest Goddess. |
| Silver | Light of the Wind | Place four Stone Tablets by the lighthouse. |
| Silver | Blinded by the Light | Place the last Stone Tablet by the lighthouse and revive the island. |
| Gold | Legendary Angler | Catch all fish. |
| Gold | Crop Connoisseur | Harvest all crops. |
| Gold | Flower Fanatic | Harvest all flowers. |
| Gold | Major Miner | Mine all gems and ore. |
| Gold | 5-Star Chef | Cook all recipes. |
| Gold | Beacon of Light | Record all items in the Encyclopedia. |
| Platinum | Harvest Moon Master | Unlock all Achievements. |



Twenty Years of Harvest Moon

# Overview

HARVEST MOON
20th
Anniversary

Few franchises have stood the test of time as well as *Harvest Moon*. With forty entries in the series, multiple spin-offs, puzzle games, and appearances on nearly every gaming platform created in the past two decades, few brands can boast the success achieved by *Harvest Moon*. *Enjoy the following look back at the series' history as we celebrate the many stories, lands, and characters met along the way. Whether you're new to the series or have been shipping crops since the beginning, we hope this tour through the archives raises your Affection Points for a truly special video game franchise.*

1997
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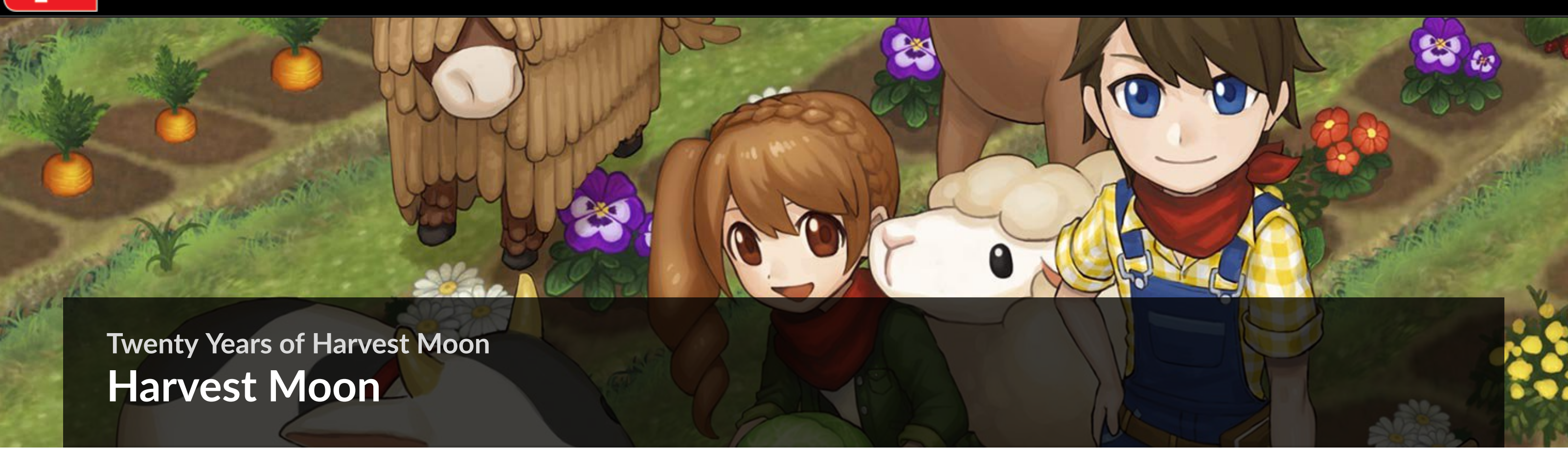


Twenty Years of Harvest Moon

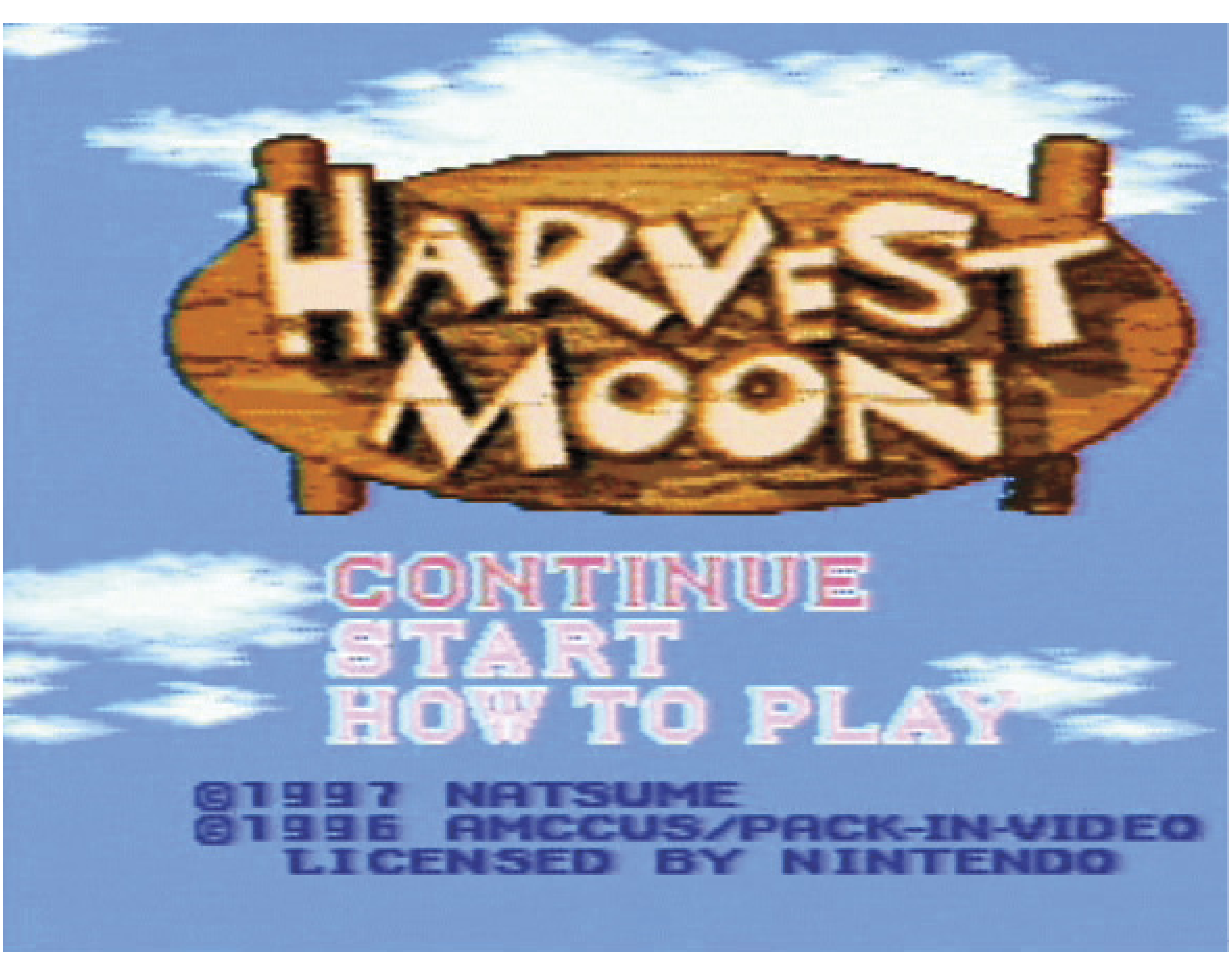
# Harvest Moon

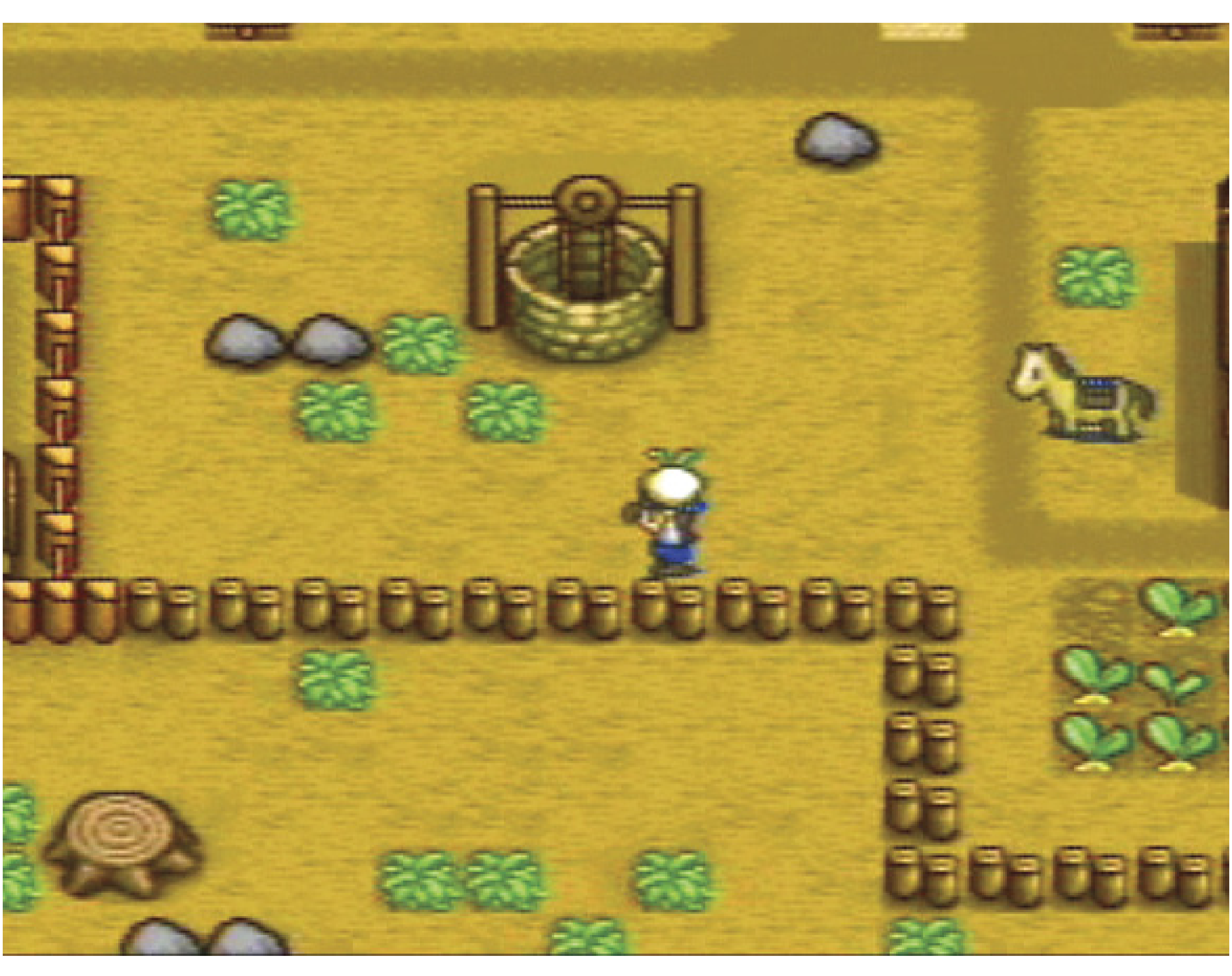
HARVEST MOON
SOLD BY
NATSUME
SUPER NINTENDO
ENTERTAINMENT SYSTEM

## Release Dates

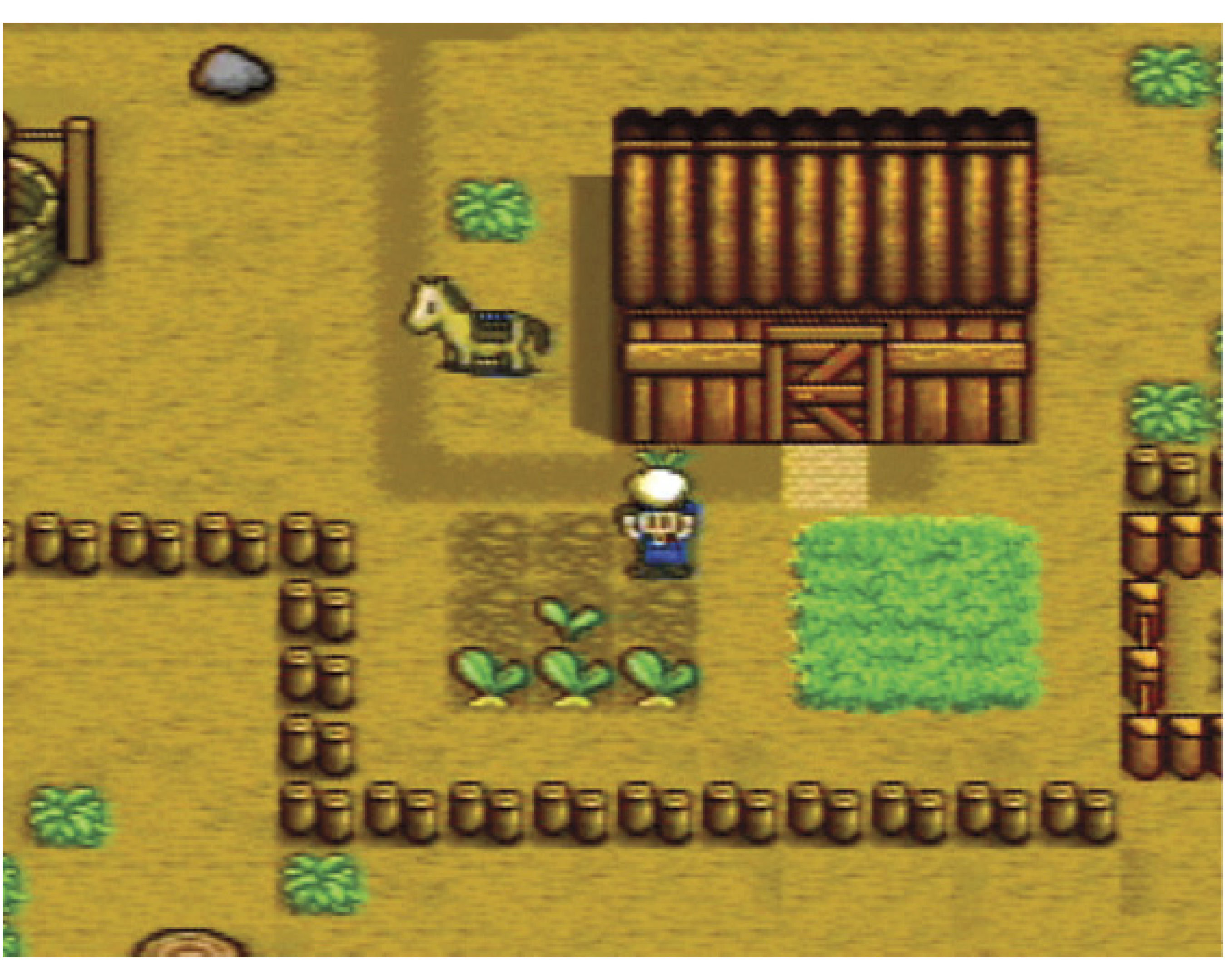
| Platform | North America | Europe |
|---|---|---|
| SNES | June 17, 1997 | January 1998 |

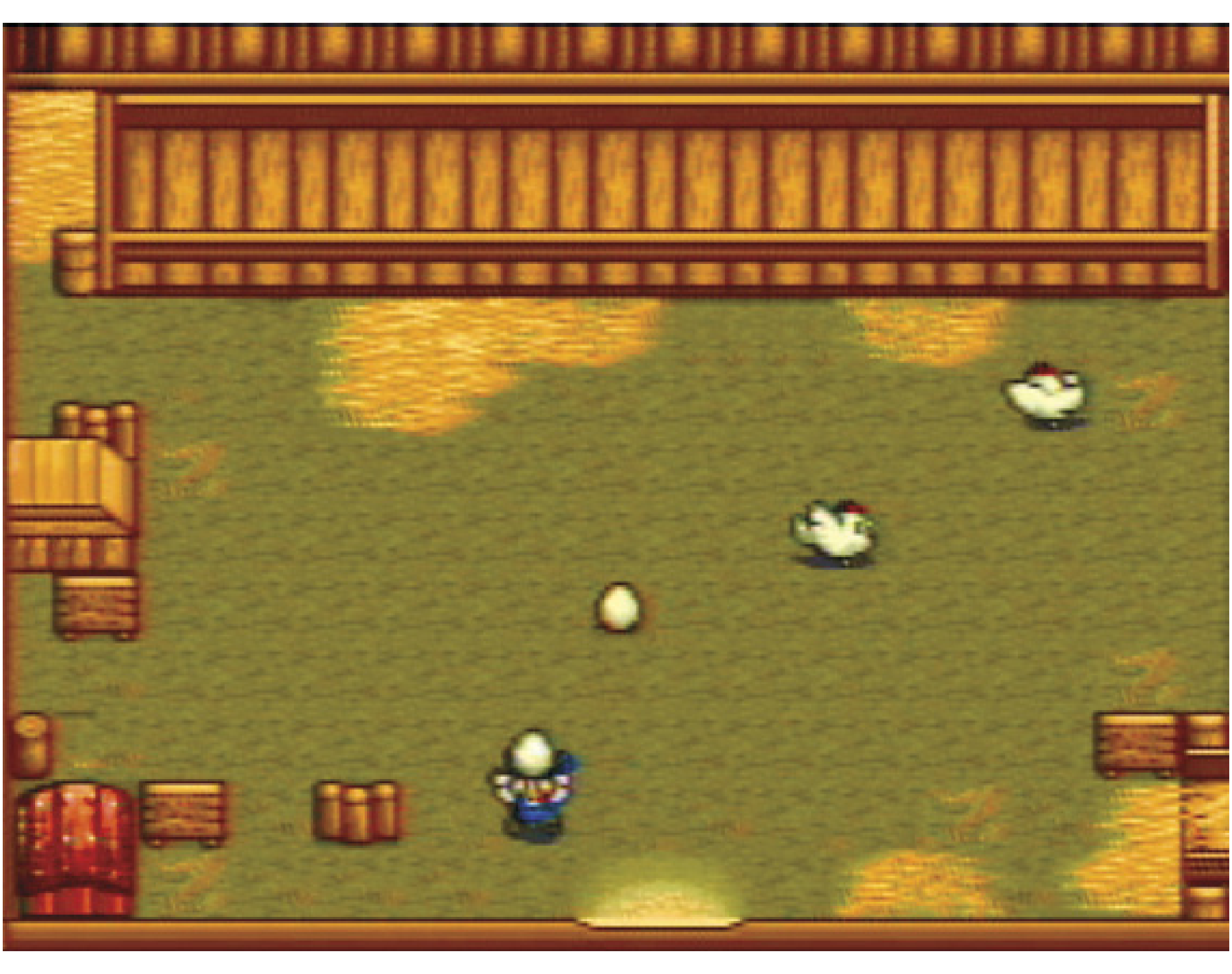
The very first installment in this long-running franchise released 20 years ago on the Super Nintendo Entertainment System (SNES). Unlike anything that preceded it, *Harvest Moon* introduced the concept of a friendly, combat-free, farming simulation to the world of video games. As a young farmer, the player inherited their grandfather's unmaintained farm and was given two and a half years to restore it to its former glory.


HARVEST MOON
CONTINUE
START
HOW TO PLAY
©1997 NATSUME
©1996 AMCCUS/PACK-IN-VIDEO
LICENSED BY NINTENDO



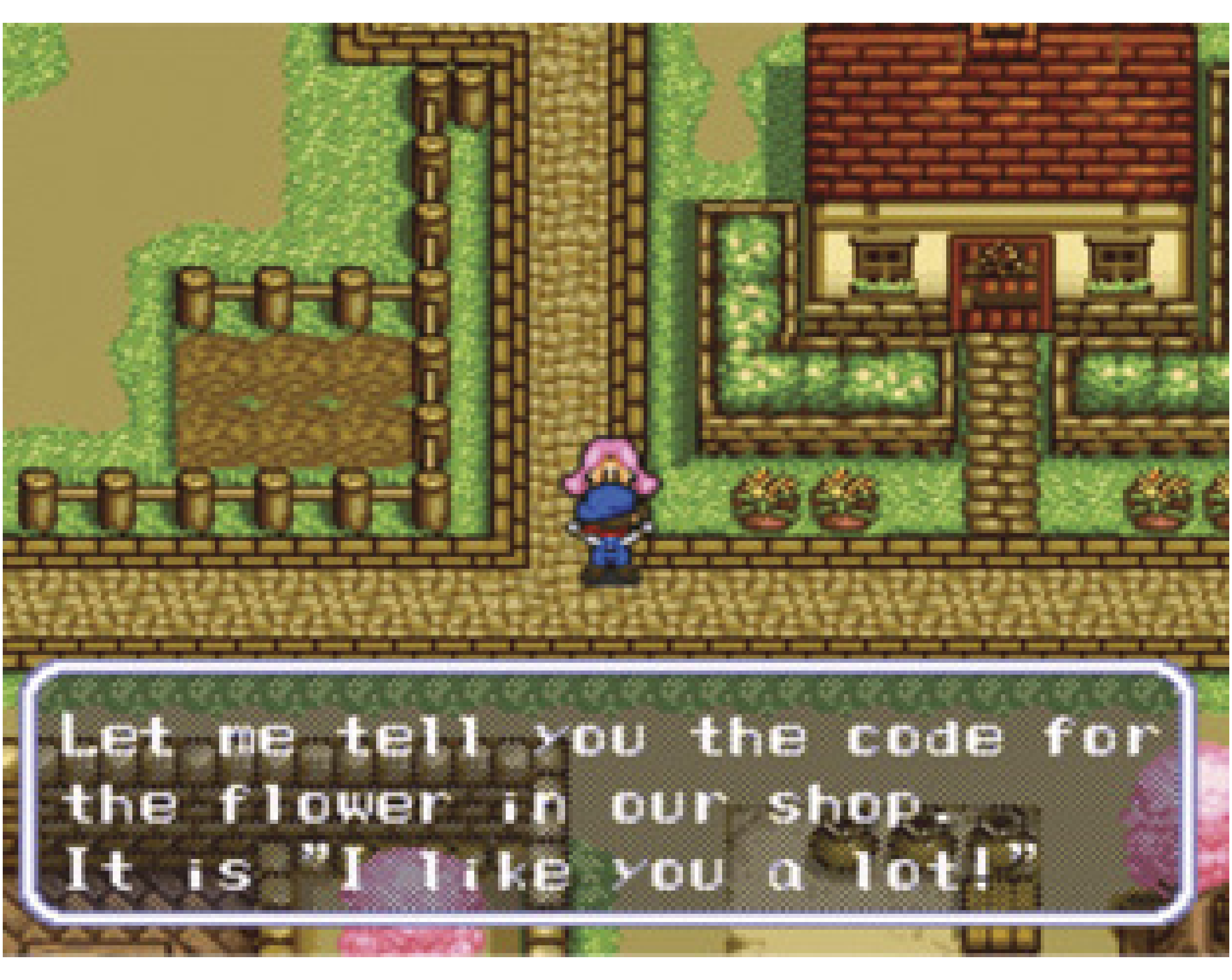
The original *Harvest Moon* may seem limited by today's standards—there were only four available crops—but the game contained a robust scoring system that evaluated the player in a host of disciplines including happiness, friendships, crops shipped, animals raised, and their devotion to the family.





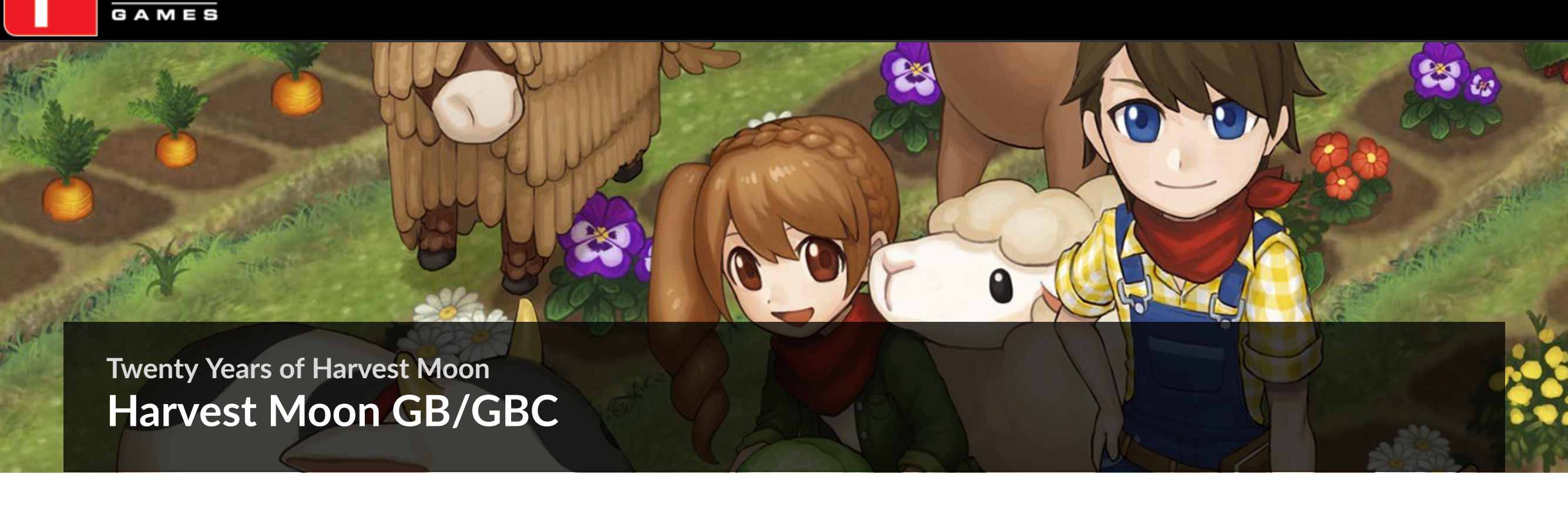
From the start, *Harvest Moon* included a number of secrets for enterprising farmers to unlock, ranging from a mysterious Golden Egg to Power Berries. The game's tradition of including seasonal festivals and weather events (even earthquakes and lightning strikes!) dates all the way back to the original entry in the series. And yes, the player could go fishing!

Shall I write in my diary before I go to bed?


Let me tell you the code for the flower in our shop. It is "I like you a lot!"

## Fun Facts

- The player had five available bachelorettes to try and woo: Ann, Ellen, Eve, Maria, and Nina. You could propose marriage with a Blue Feather.
- Major storms and earthquakes could occur, wrecking crops and fencing, and causing you to be stuck indoors, losing a day's productivity.
- Crops would only be grown in spring and summer. Grass grew in the fall, for use as fodder, but nothing grew in the winter.
- Cows were prone to disease if left unfed, but chickens had the added risk of blowing away in a storm or being eaten by wolves.
- The Harvest Sprites and Harvest Goddess trace their roots all the way back to the initial *Harvest Moon* game.



Twenty Years of Harvest Moon

# Harvest Moon GB/GBC

HARVEST MOON
GB

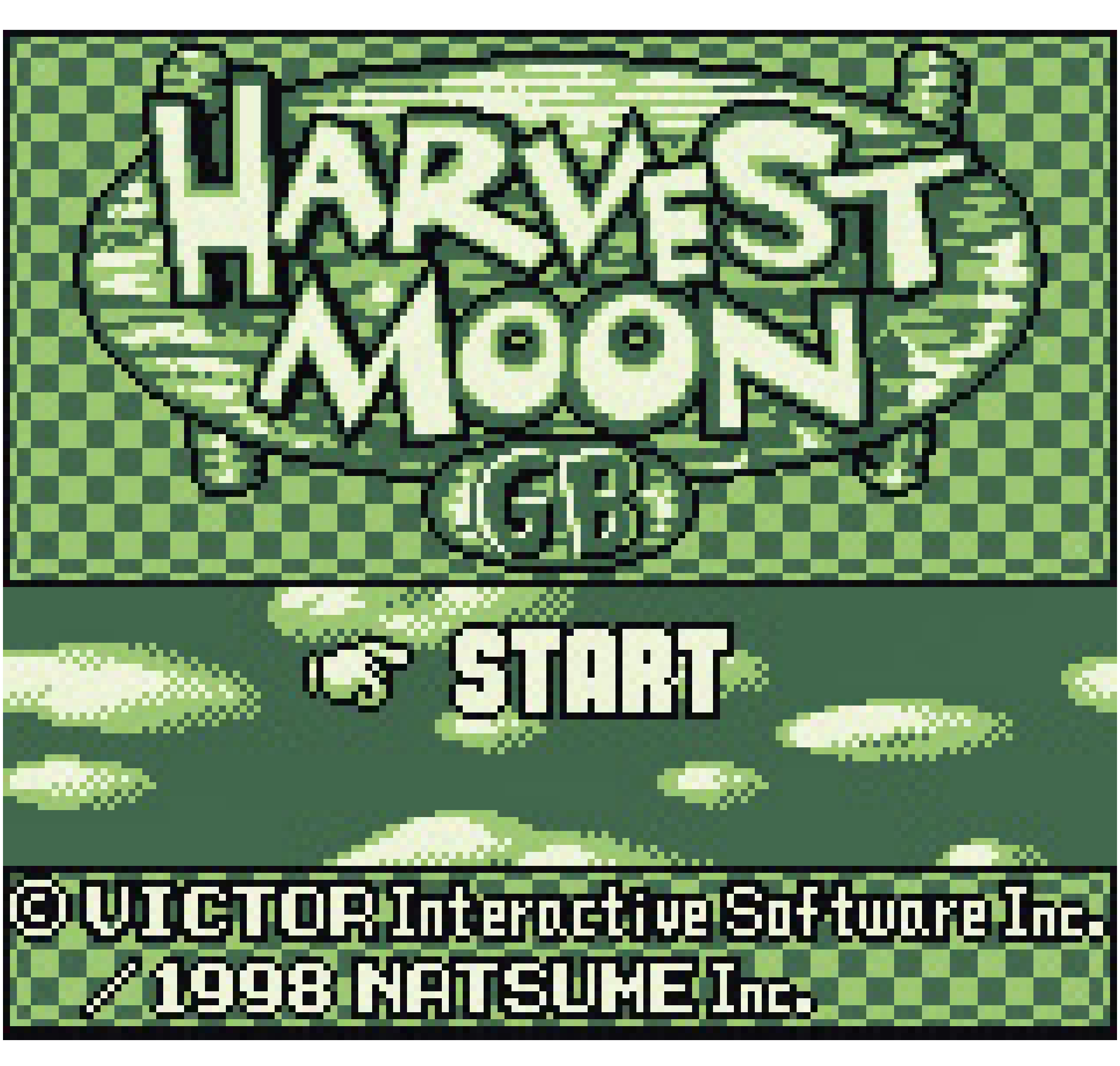
HARVEST MOON
GBC

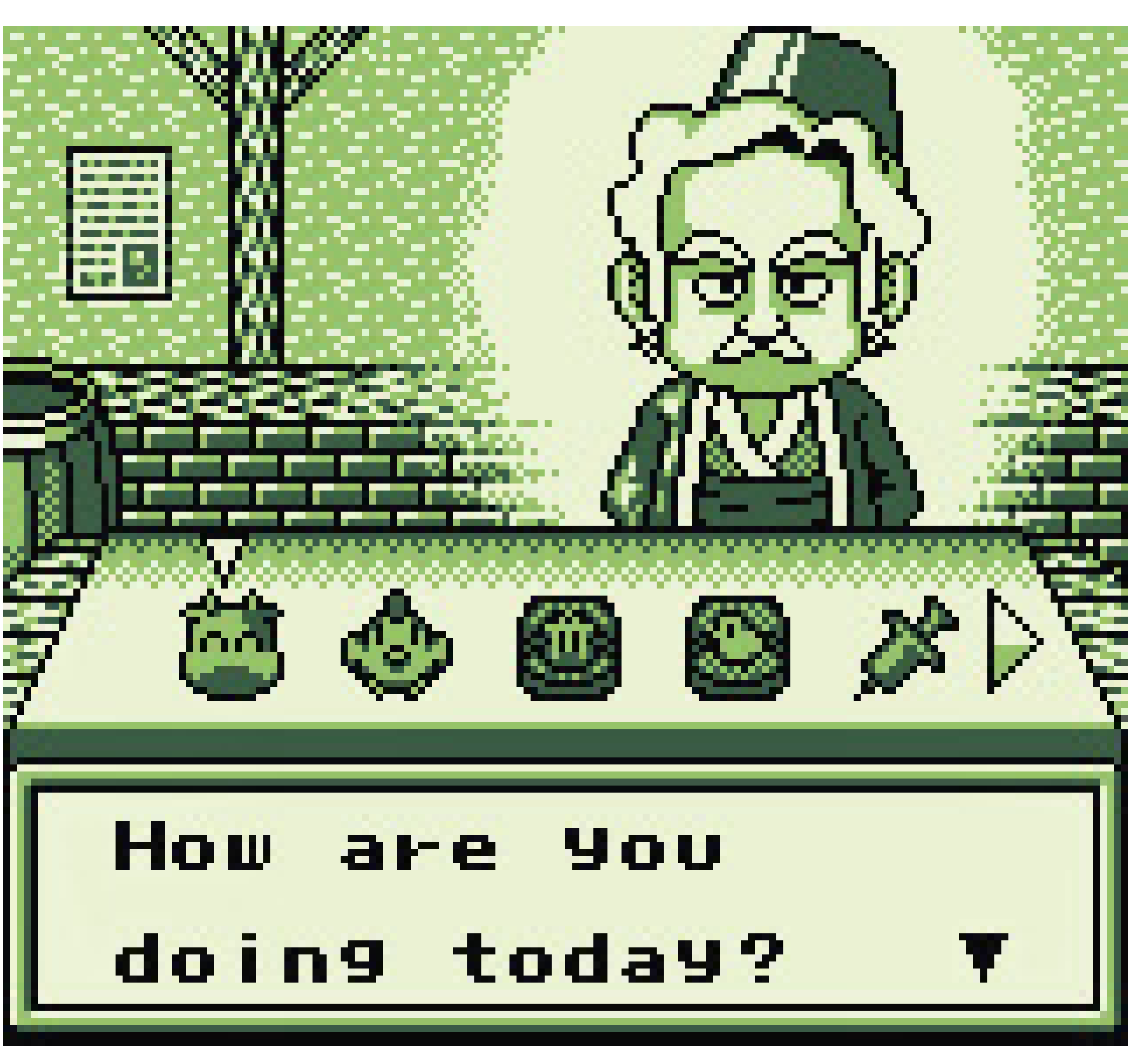
Nintendo
GAME BOY
HARVEST MOON
GB
OFFICIAL GAME LINK GAME PAK
EVERYONE
SOLD BY Serious Fun
NATSUME
Official Nintendo Seal of Quality

GAME BOY COLOR
HARVEST MOON
GBC
EVERYONE
Serious Fun
NATSUME
Official Nintendo Seal of Quality

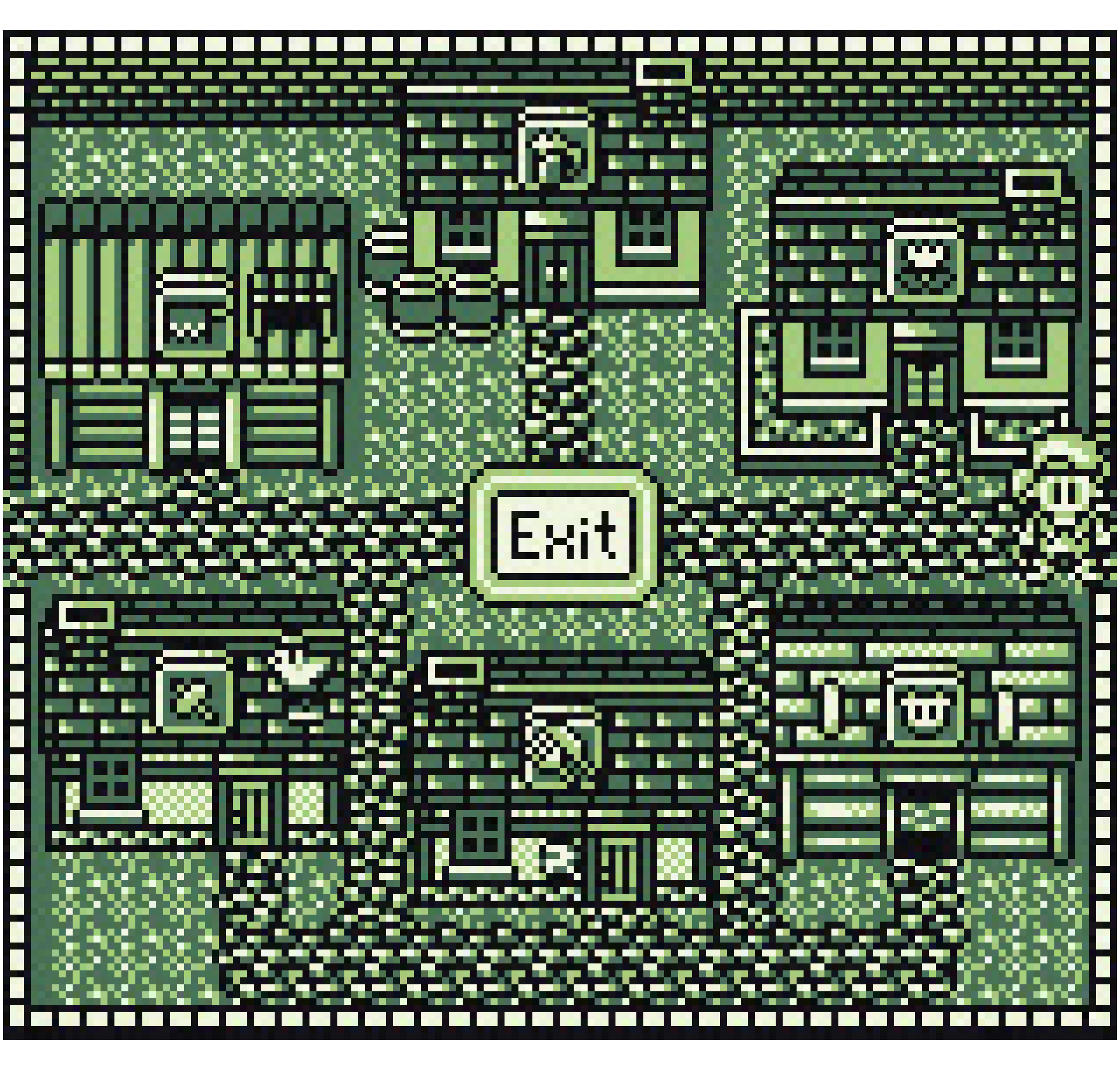
**Release Dates**

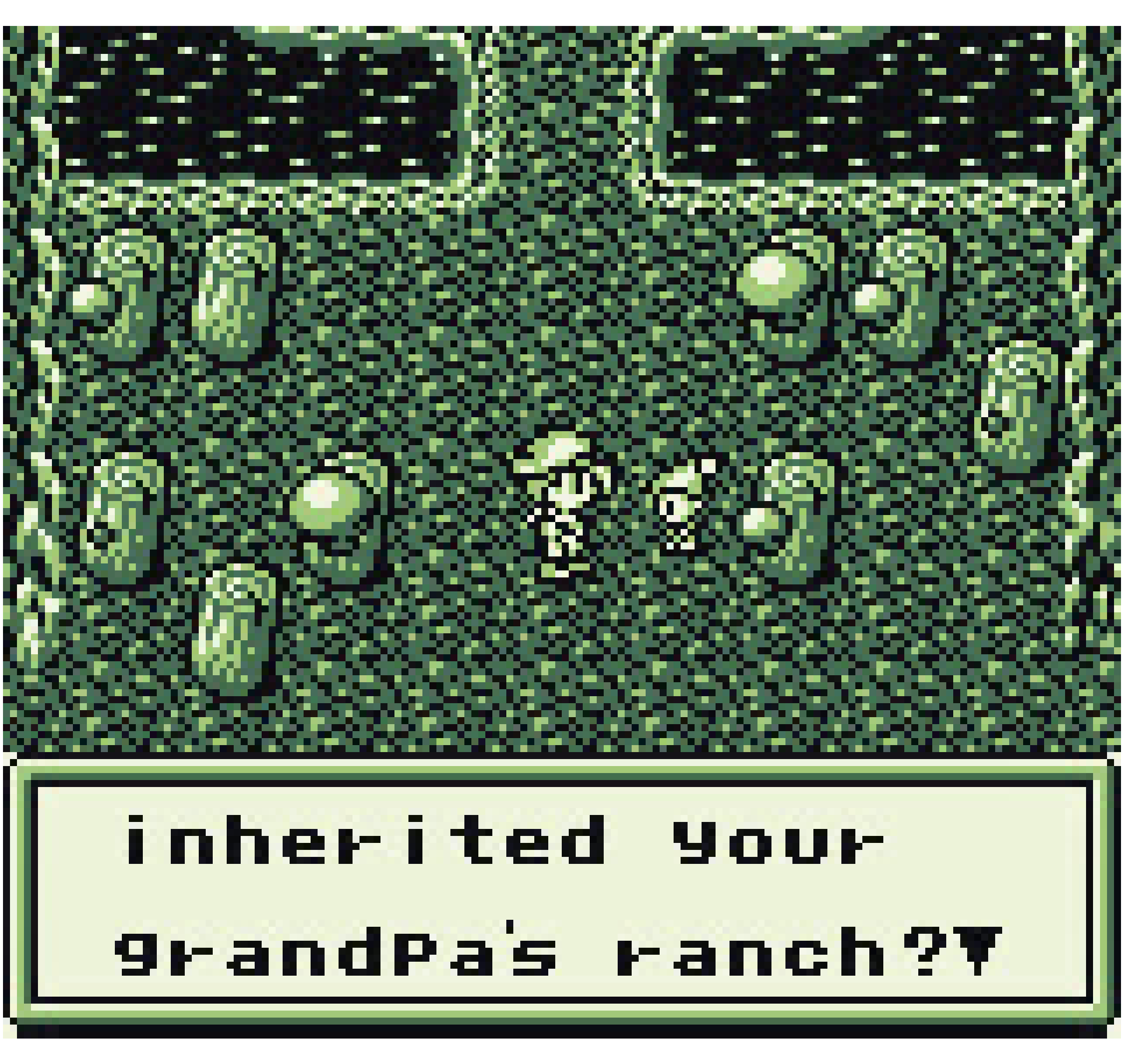
| Platform | North America | Europe |
|---|---|---|
| GB | August 25, 1998 | — |
| GBC | November 16, 1999 | January 2000 |

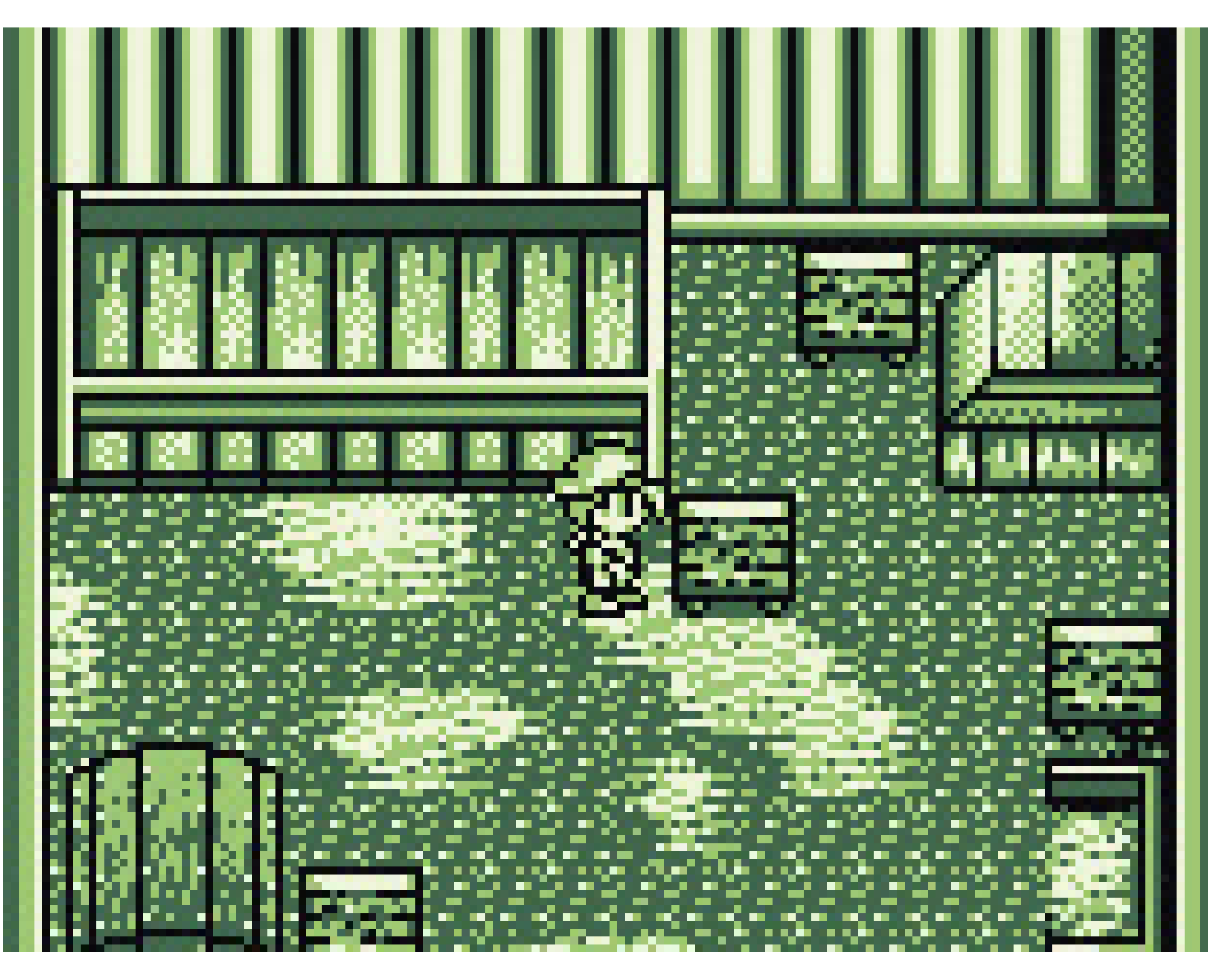

HARVEST MOON
GB
START
©VICTOR Interactive Software Inc.
1998 NATSUME Inc.

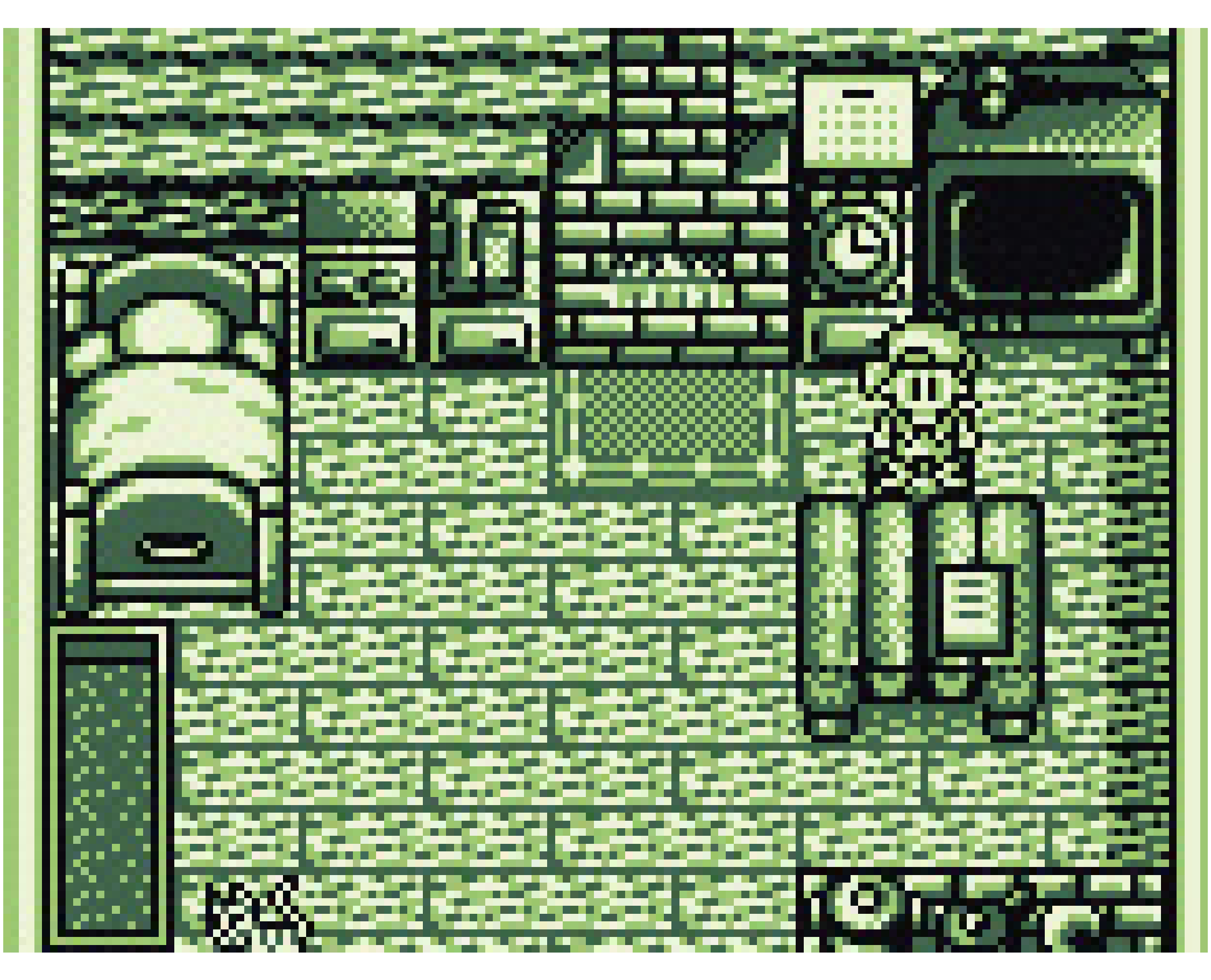

How are you doing today?

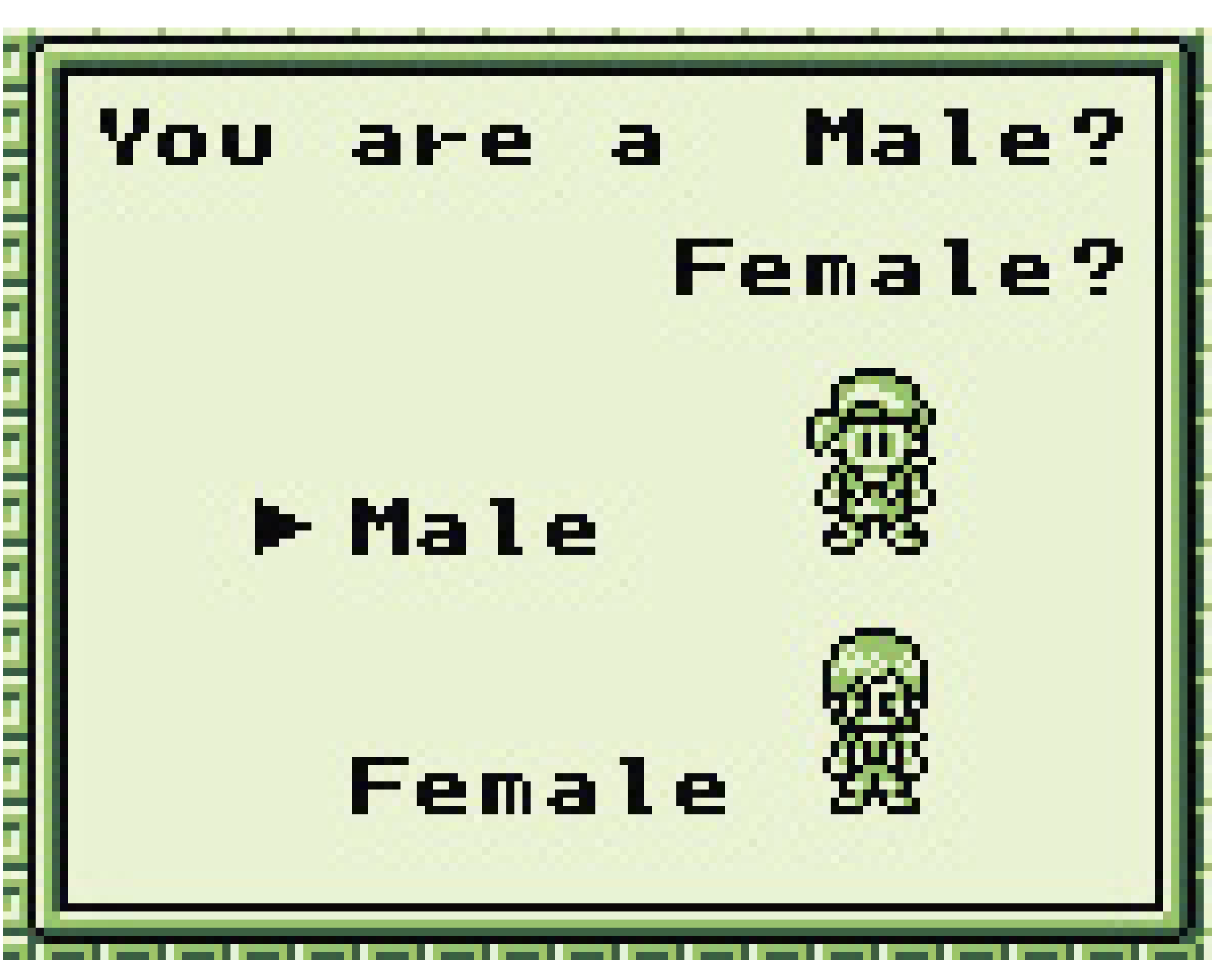
Released a year after the original, the first portable entry in the series launched in monochrome on the Game Boy (GB) and then, a year later, with enhanced graphics, on the Game Boy Color (GBC). *Harvest Moon GB/GBC* contained the same basic premise of the original, but this time around the player's ability to restore the farm was assessed annually, with an expanded farm and special tools being awarded each year.




inherited your grandPa's ranch?



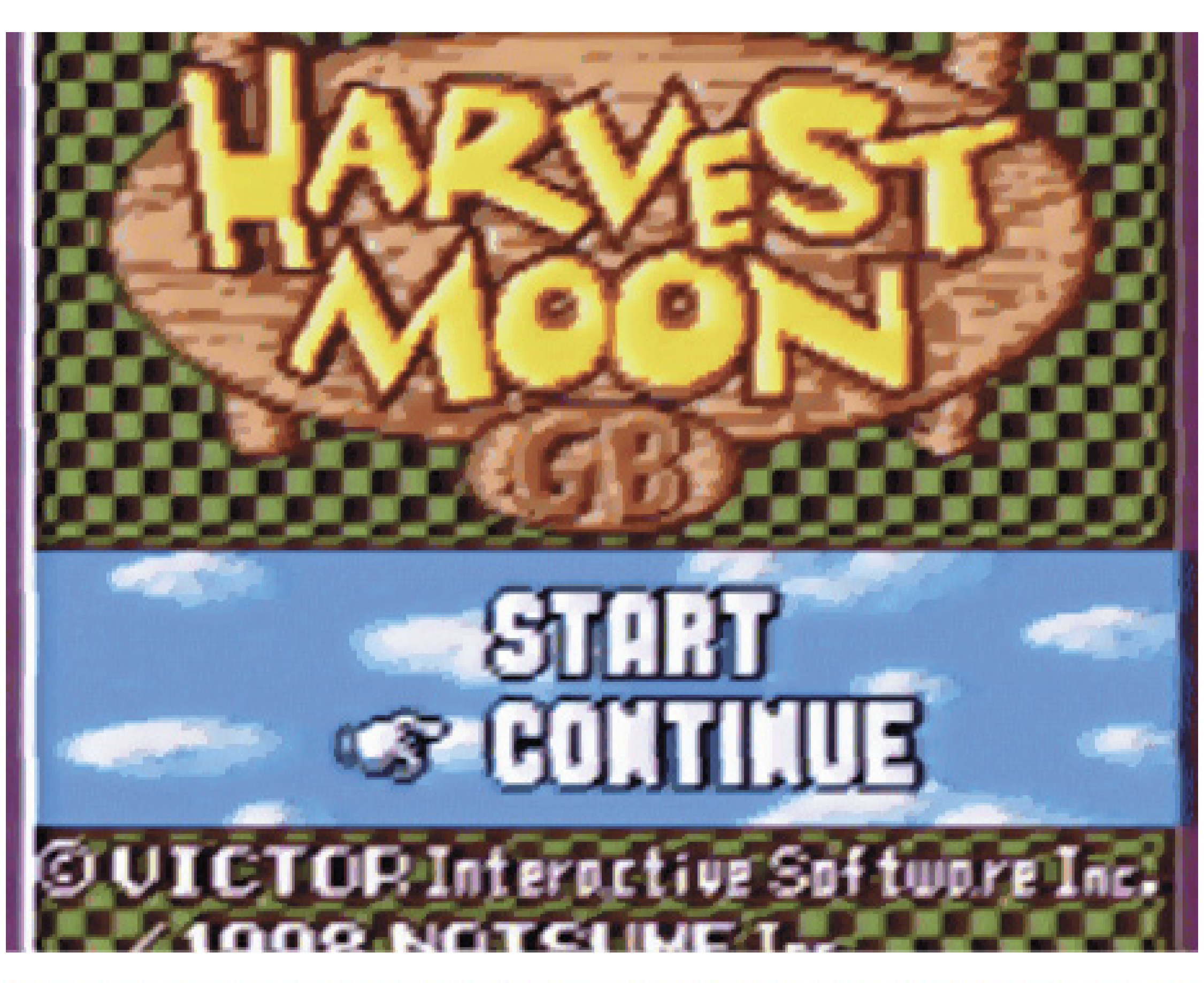



You are a Male? Female?

▶ Male

Female

*Harvest Moon GB/GBC* introduced several firsts for the franchise, including the ability to play as a female farmer. Similarly, players now had the choice of a cat for a pet instead of a dog. Other additions included tools used to make butter and cheese and even sprinklers!


HARVEST MOON
GB
START
CONTINUE
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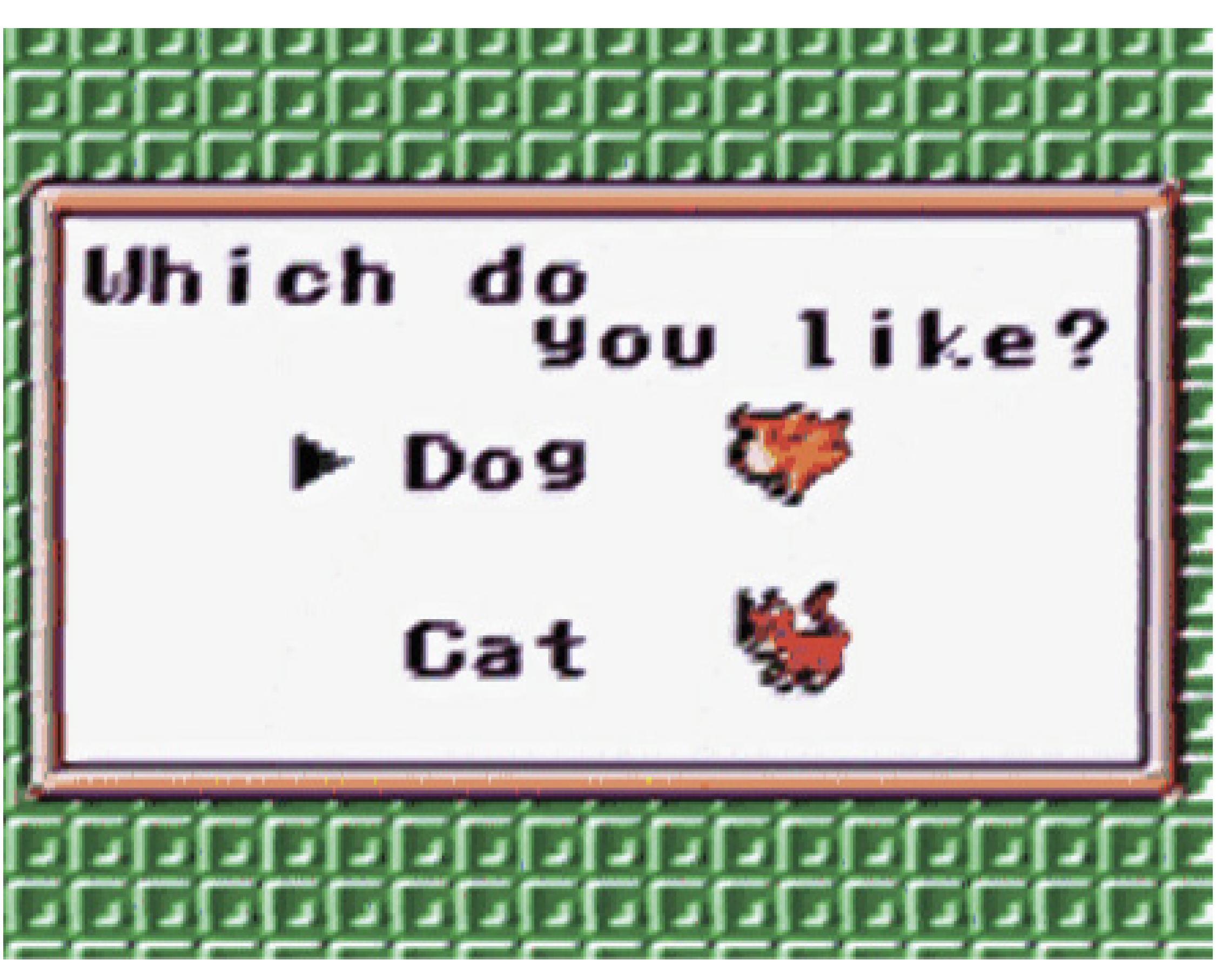
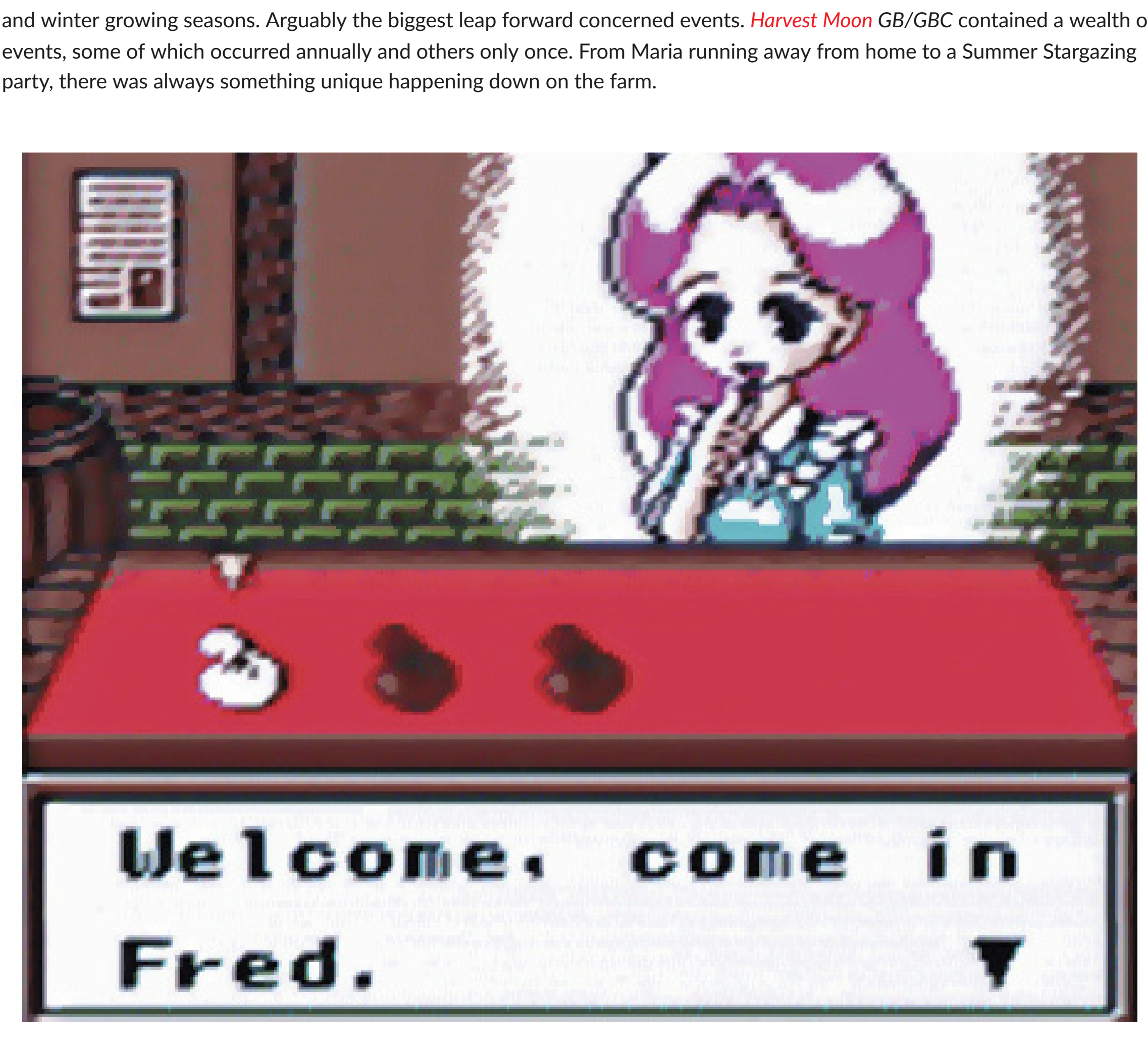
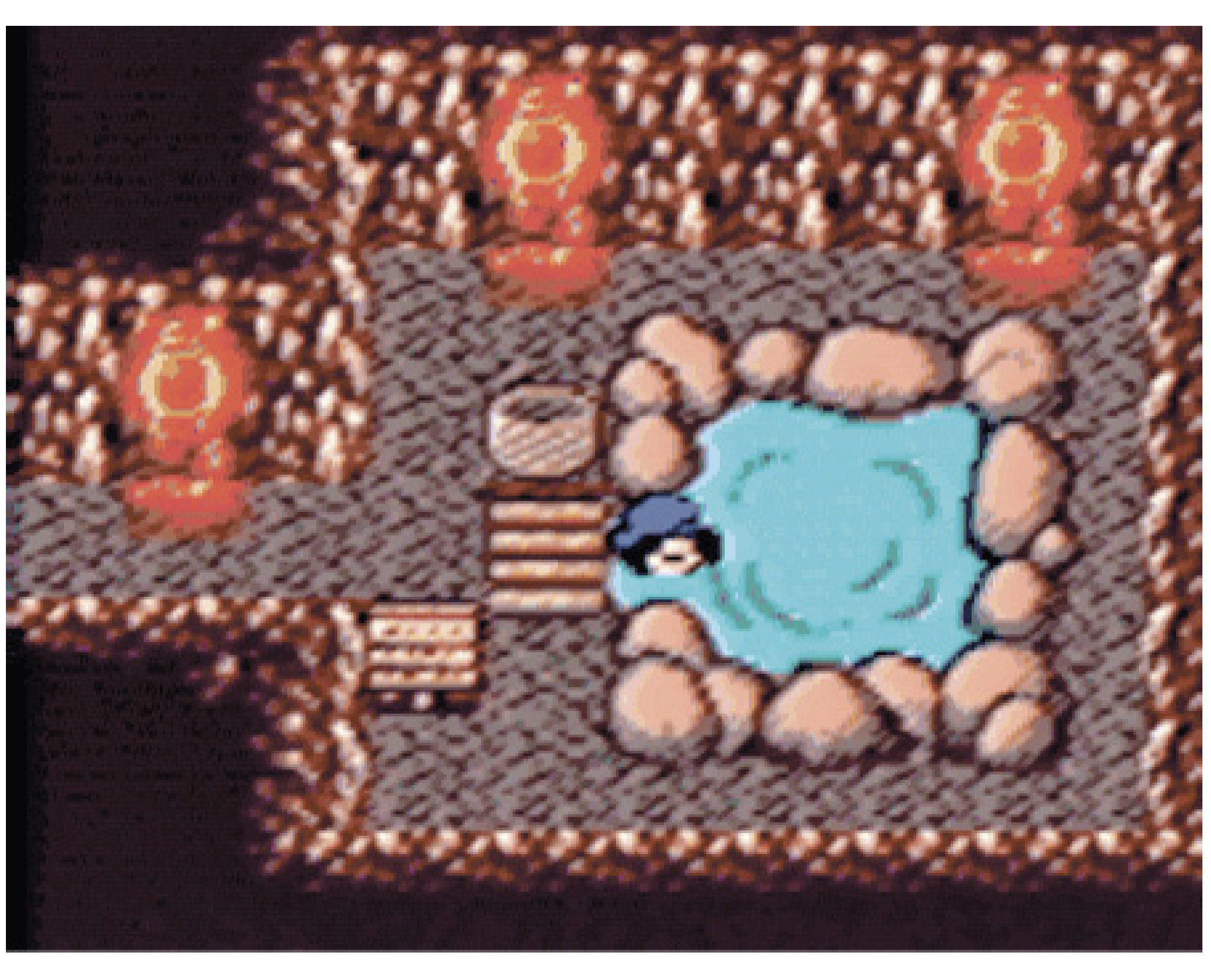

Which do you like?

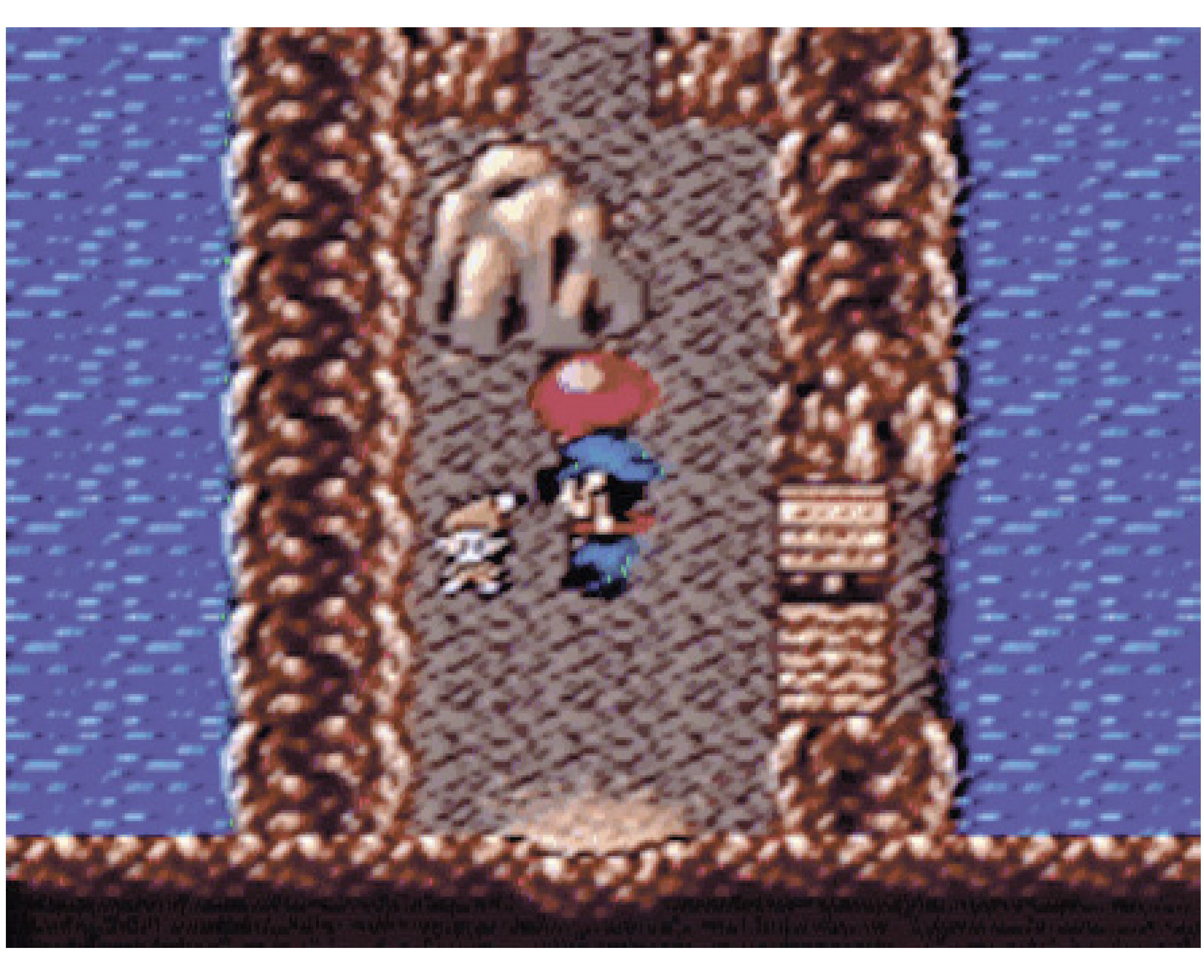
▶ Dog

Cat

Beginning what would become a long-lasting trend, the variety of available crops was doubled thanks to the inclusion of fall and winter growing seasons. Arguably the biggest leap forward concerned events. *Harvest Moon GB/GBC* contained a wealth of events, some of which occurred annually and others only once. From Maria running away from home to a Summer Stargazing party, there was always something unique happening down on the farm.

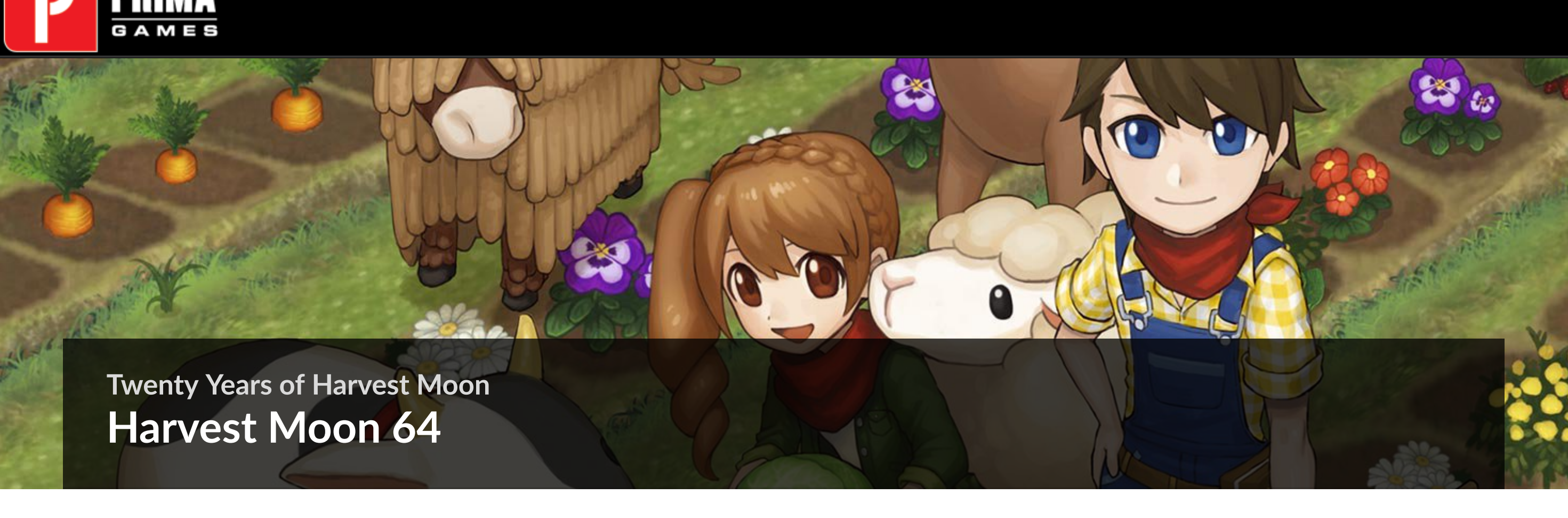

Welcome, come in Fred.





## Fun Facts

- Though Ann, Maria, and Nina returned from the original game, there was no ability to marry or have children in *Harvest Moon GB/GBC*. Ann served as a shopkeeper; Maria was the mayor's daughter.
- The crops you could plant in fall and winter depended on the name you assigned your character. Those who used a capital letter received Eggplant and Carrots, while those who entered a name using lowercase letters received Peanuts and Broccoli. Players who began their name with a symbol received all fall and winter crops.
- Pet cats kept the wild dogs from eating your chickens, whereas having a dog as a pet kept the rodents from eating your crops!
- Honesty can reward the player handsomely! Players who responded truthfully to the Harvest Goddess could receive a Golden Axe. Other tools could be upgraded by Harvest Sprites or by purchasing house upgrades.
- Some differences existed between the genders. Hurricanes damaged your fencing when playing as a male, but not when playing as a female. Also, playing the game as a female with a heart symbol in her name gained players a bag of Turnips, Potatoes, and Grass. It was also easier to get the sprinkler and saddlebags as a female.



Twenty Years of Harvest Moon

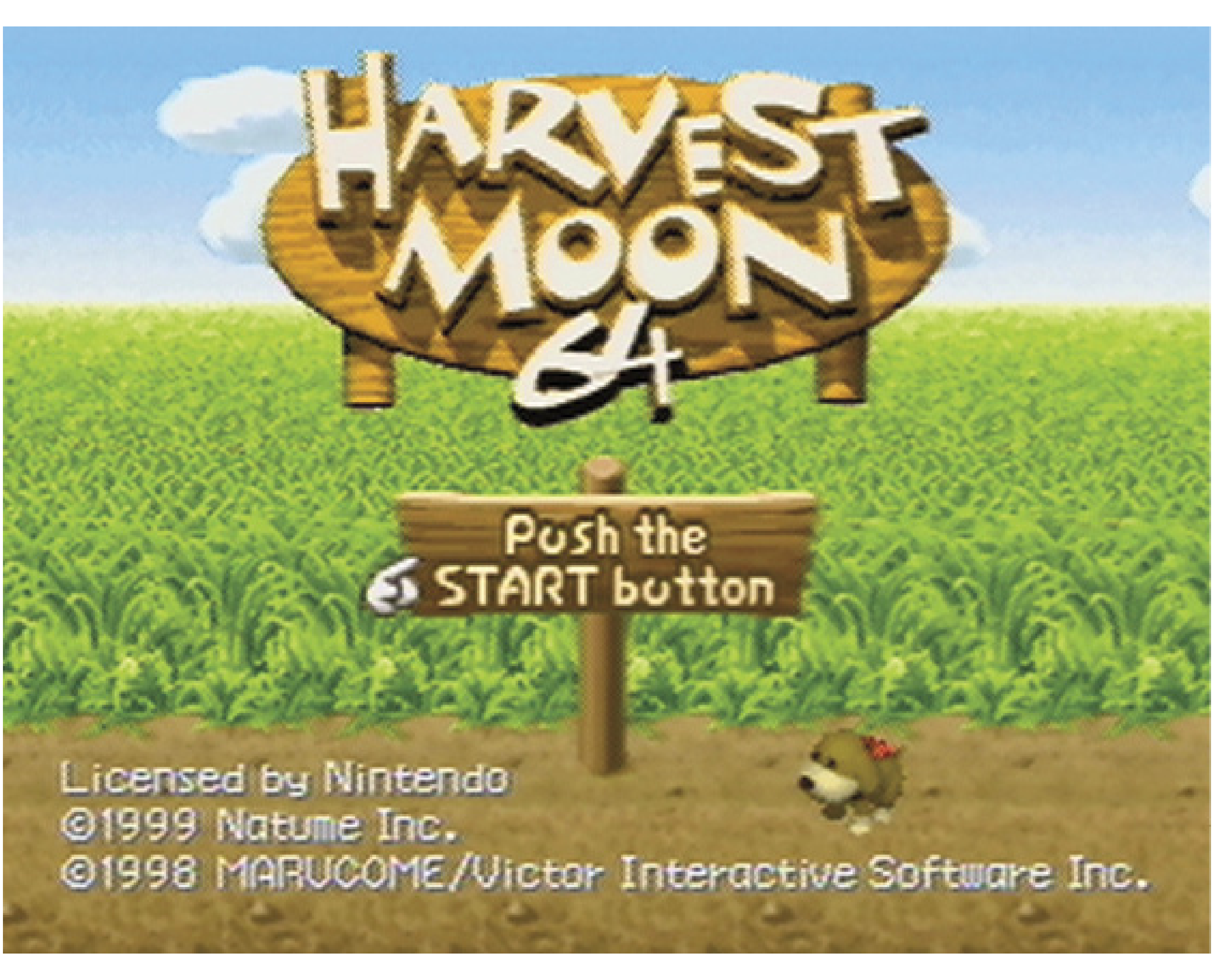
# Harvest Moon 64

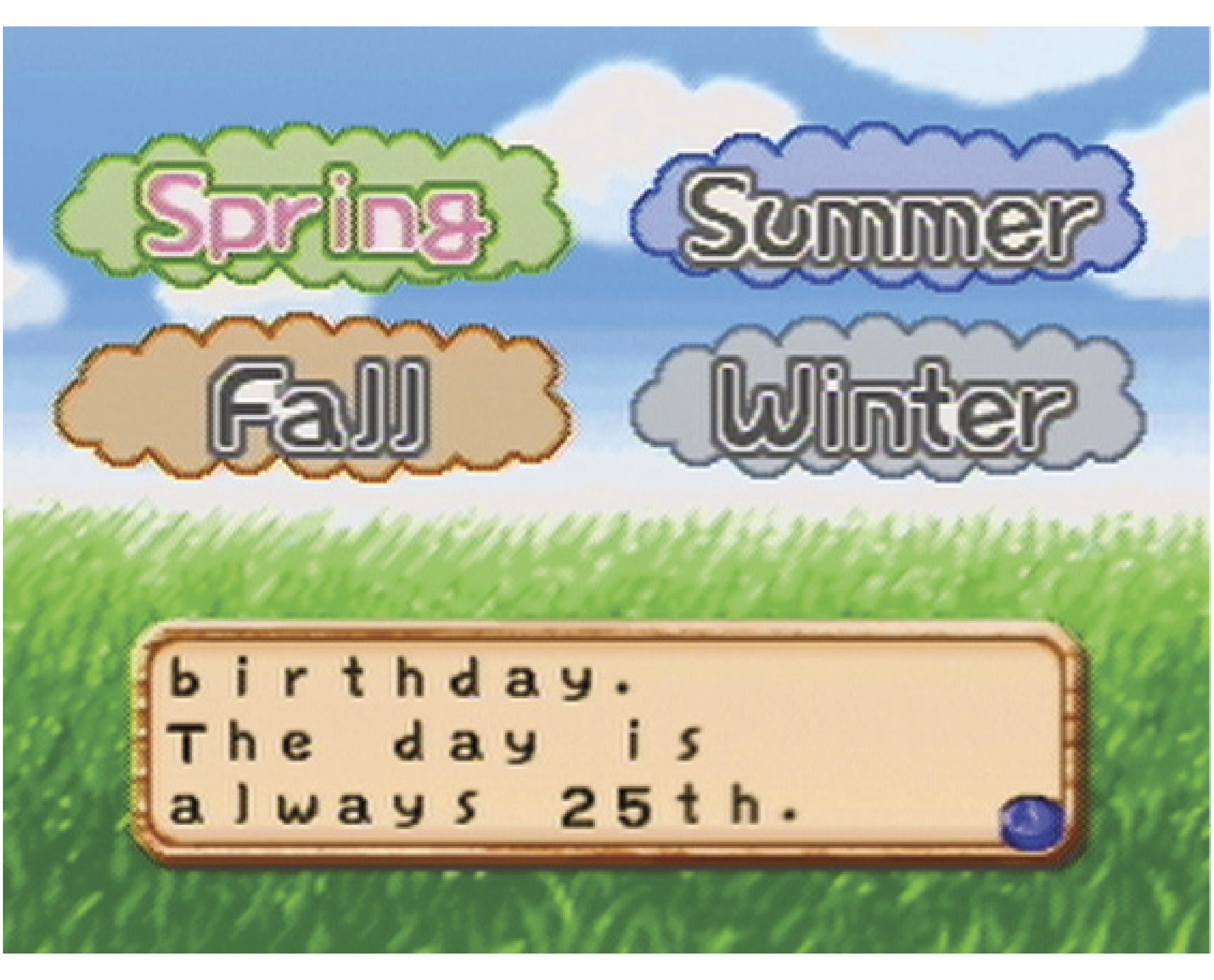
HARVEST MOON 64

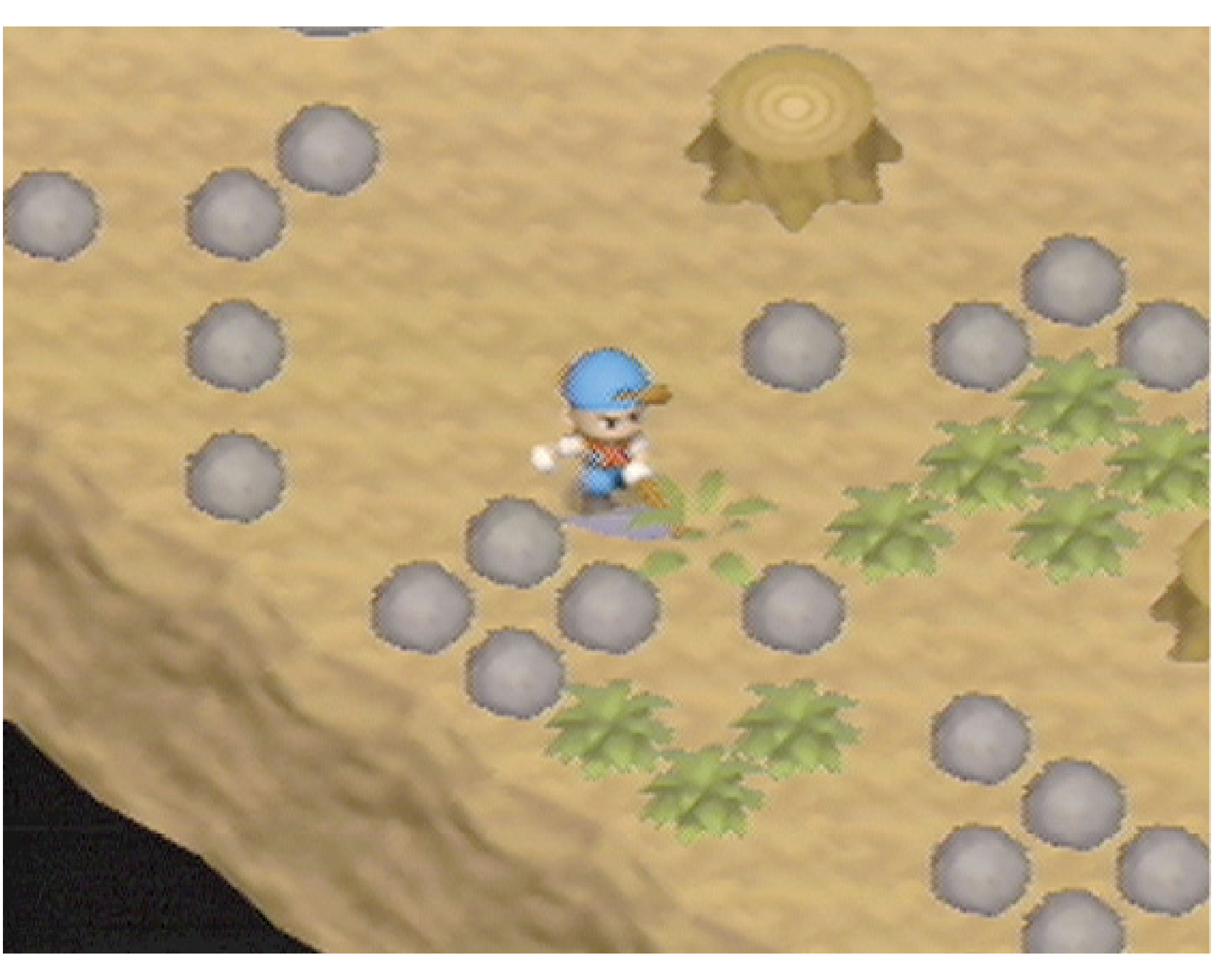
HARVEST MOON 64
NINTENDO64
Only For
NATSUME

| Release Dates | | |
|---|---|---|
| **Platform** | **North America** | **Europe** |
| N64 | December 21, 1999 | — |

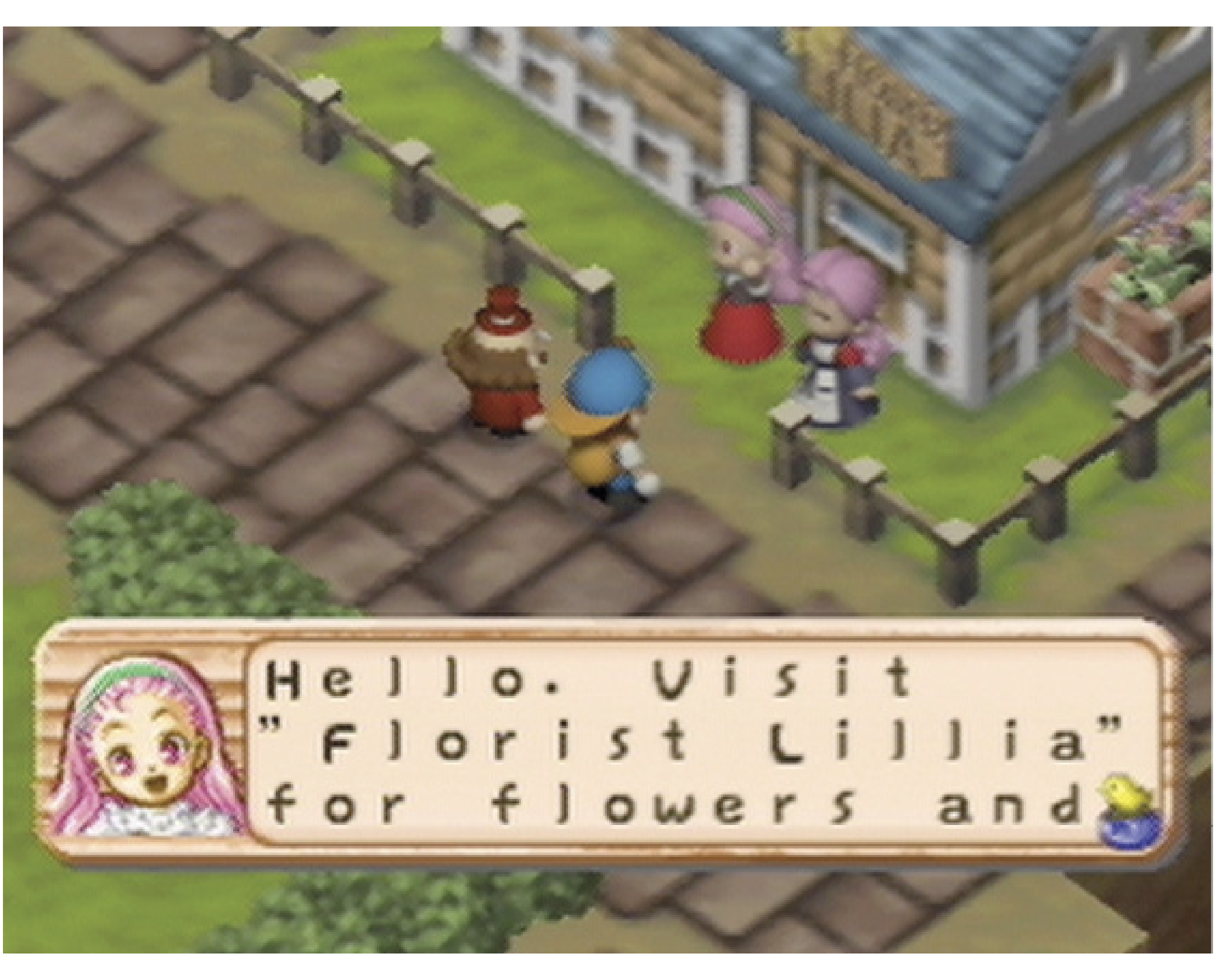
The franchise made a major leap forward with the release of the Nintendo 64 console. Though returning players found much in common with the prior two games in the series, particularly the premise, there were numerous additions awaiting them in Flower Bud Village. One of the biggest shifts was the speed at which time passed. Many fans consider *Harvest Moon 64* to be among the most challenging in the franchise's storied past.

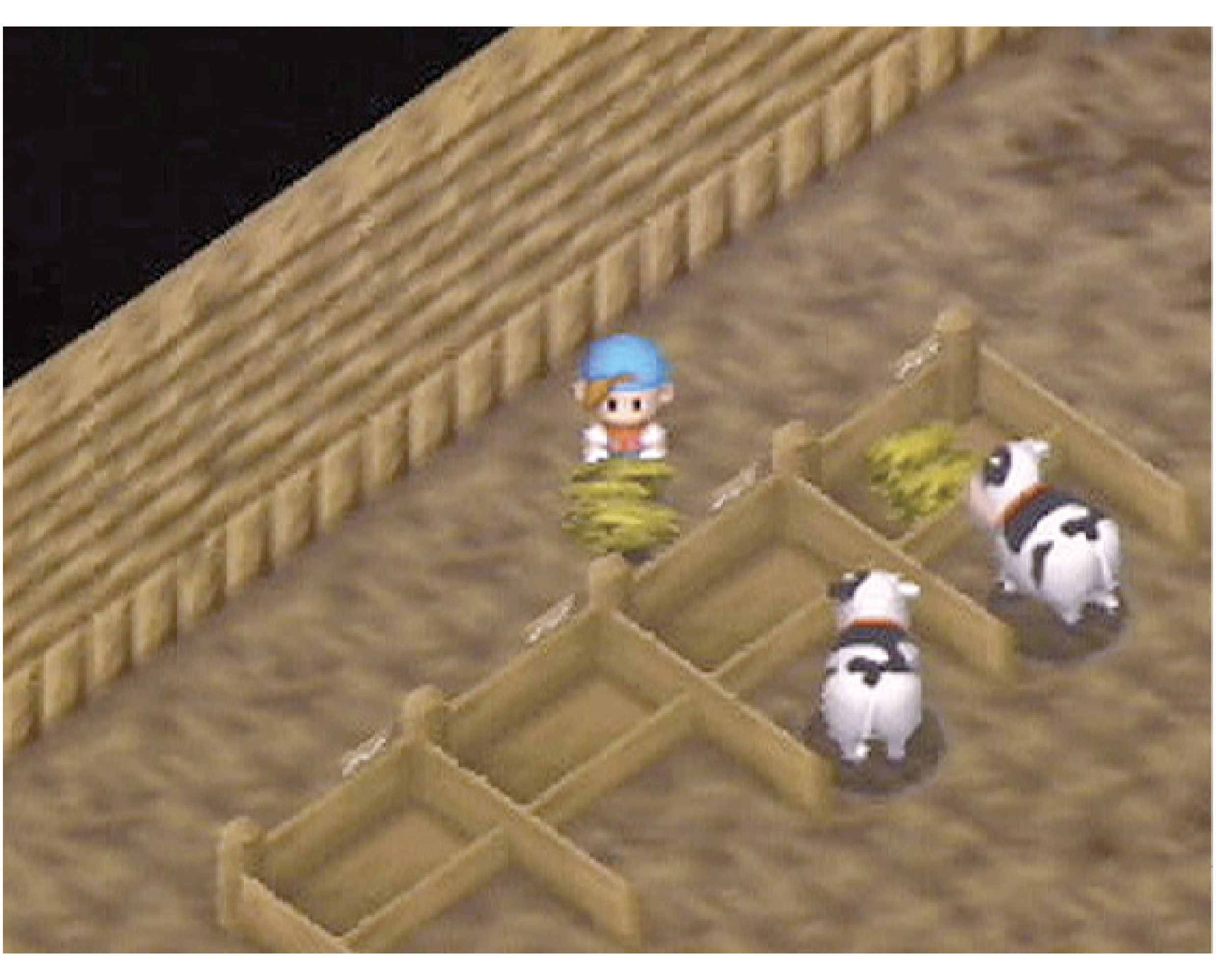

HARVEST MOON 64
Push the
START button
Licensed by Nintendo
©1999 Natsume Inc.
©1998 MARVELOUS/Victor Interactive Software Inc.


Spring
Summer
Fall
Winter
birthday.
The day is
always 25th.

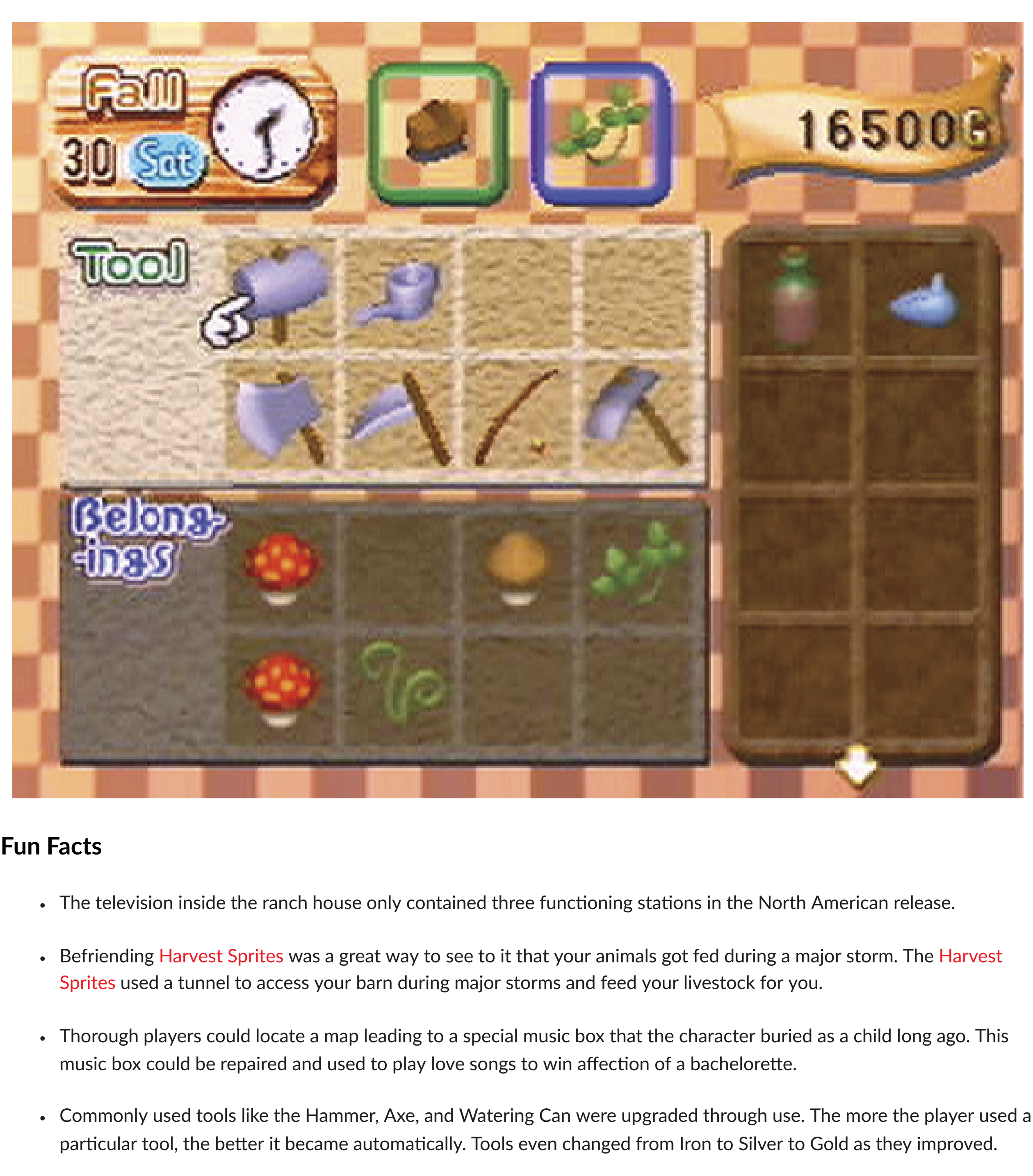


*Harvest Moon 64* included a multitude of tweaks on a winning formula. The calendar continued to feature four thirty-day seasons, but unique weather patterns now challenged players throughout the year. And speaking of challenges, players now had to compete with various rivals when trying to court the five bachelorettes in Flower Bud Village. Those who were too slow to marry could see the object of their affection say yes to another man.


Hello. Visit
"Florist Lillia"
for flowers and

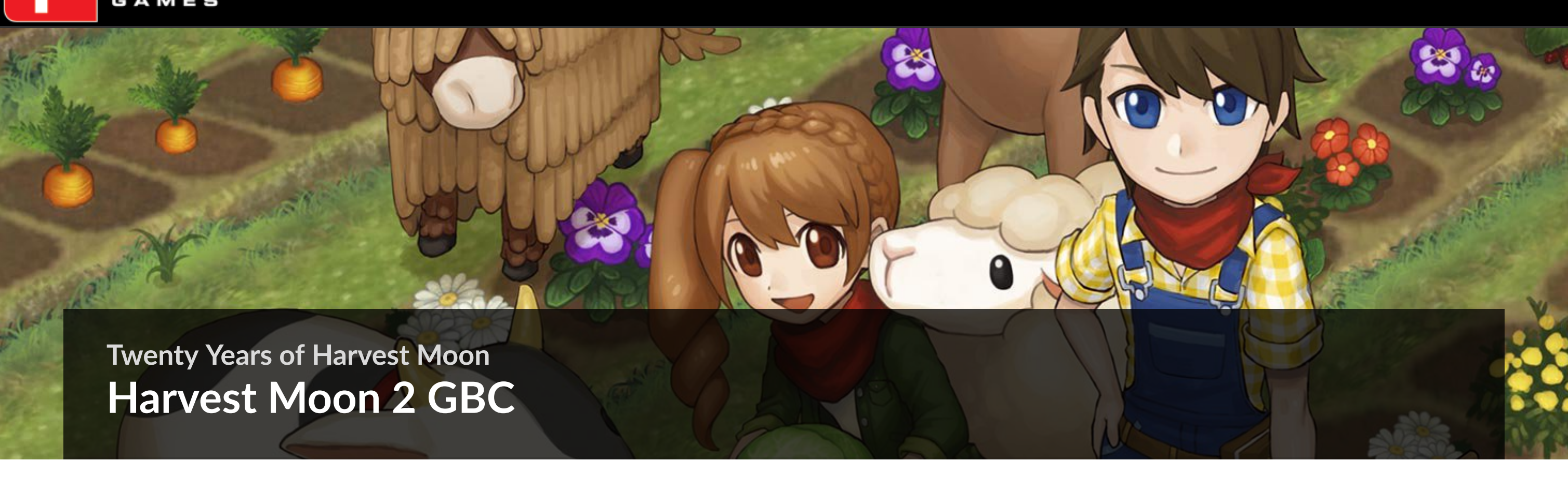


As one might expect, given the shift to a more powerful console, the graphics were significantly enhanced, as was the feature-set. *Harvest Moon 64* boasted a larger assortment of spring and summer crops, new livestock in the form of sheep, and room-specific home extensions. Additionally, the concept of cooking was first introduced to the series in *Harvest Moon 64*. Though the player couldn't actually cook any meals, there were thirty-five recipes to collect in order to impress a traveling Gourmet judge.


Fall
30 Sat
16500G
Tool
Belong-
-ings

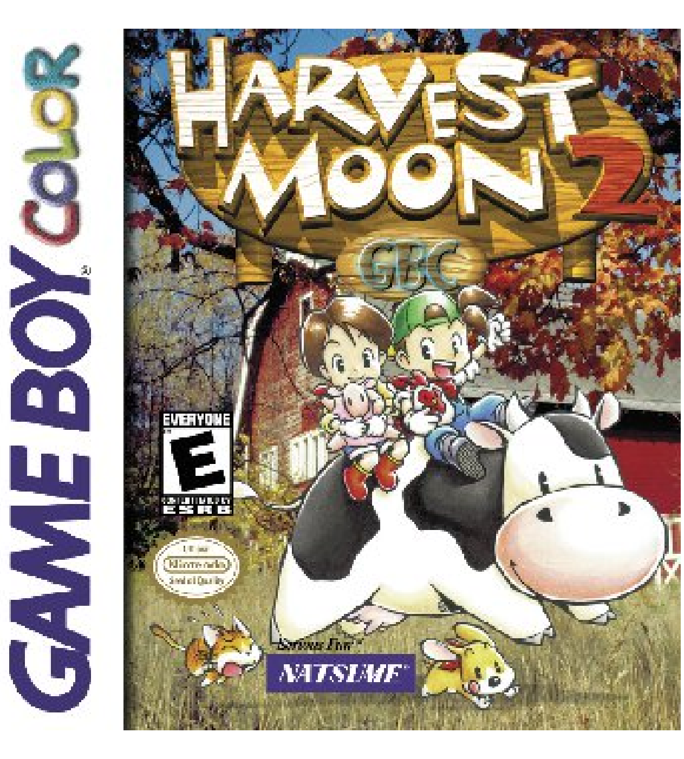
## Fun Facts

- The television inside the ranch house only contained three functioning stations in the North American release.
- Befriending Harvest Sprites was a great way to see to it that your animals got fed during a major storm. The Harvest Sprites used a tunnel to access your barn during major storms and feed your livestock for you.
- Thorough players could locate a map leading to a special music box that the character buried as a child long ago. This music box could be repaired and used to play love songs to win affection of a bachelorette.
- Commonly used tools like the Hammer, Axe, and Watering Can were upgraded through use. The more the player used a particular tool, the better it became automatically. Tools even changed from Iron to Silver to Gold as they improved.
- A traveling photographer visited Flower Bud Village whenever the player won a festival event or experienced a major life moment. There were sixteen total photos to collect in an album on the bookcase.



Twenty Years of Harvest Moon

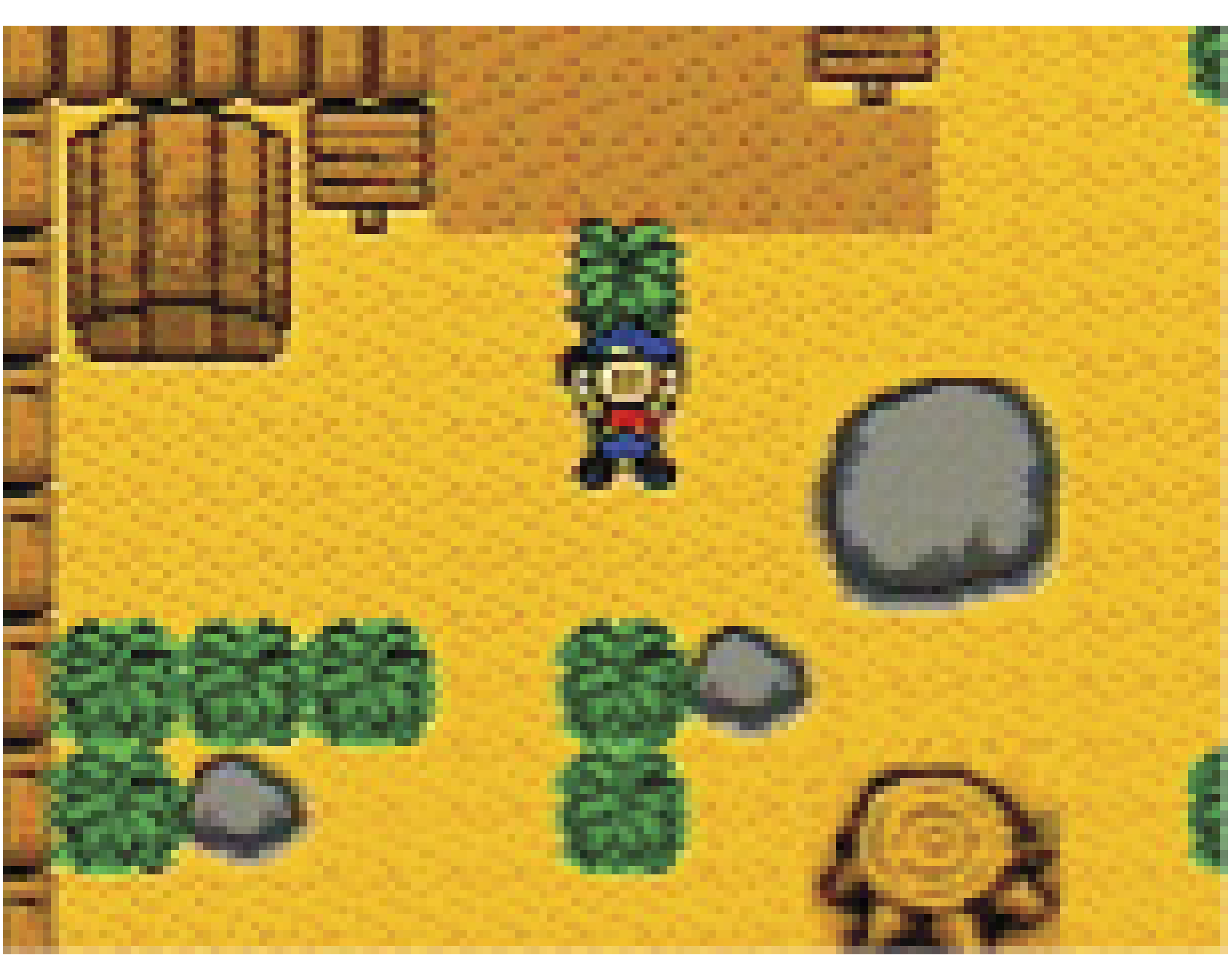
# Harvest Moon 2 GBC

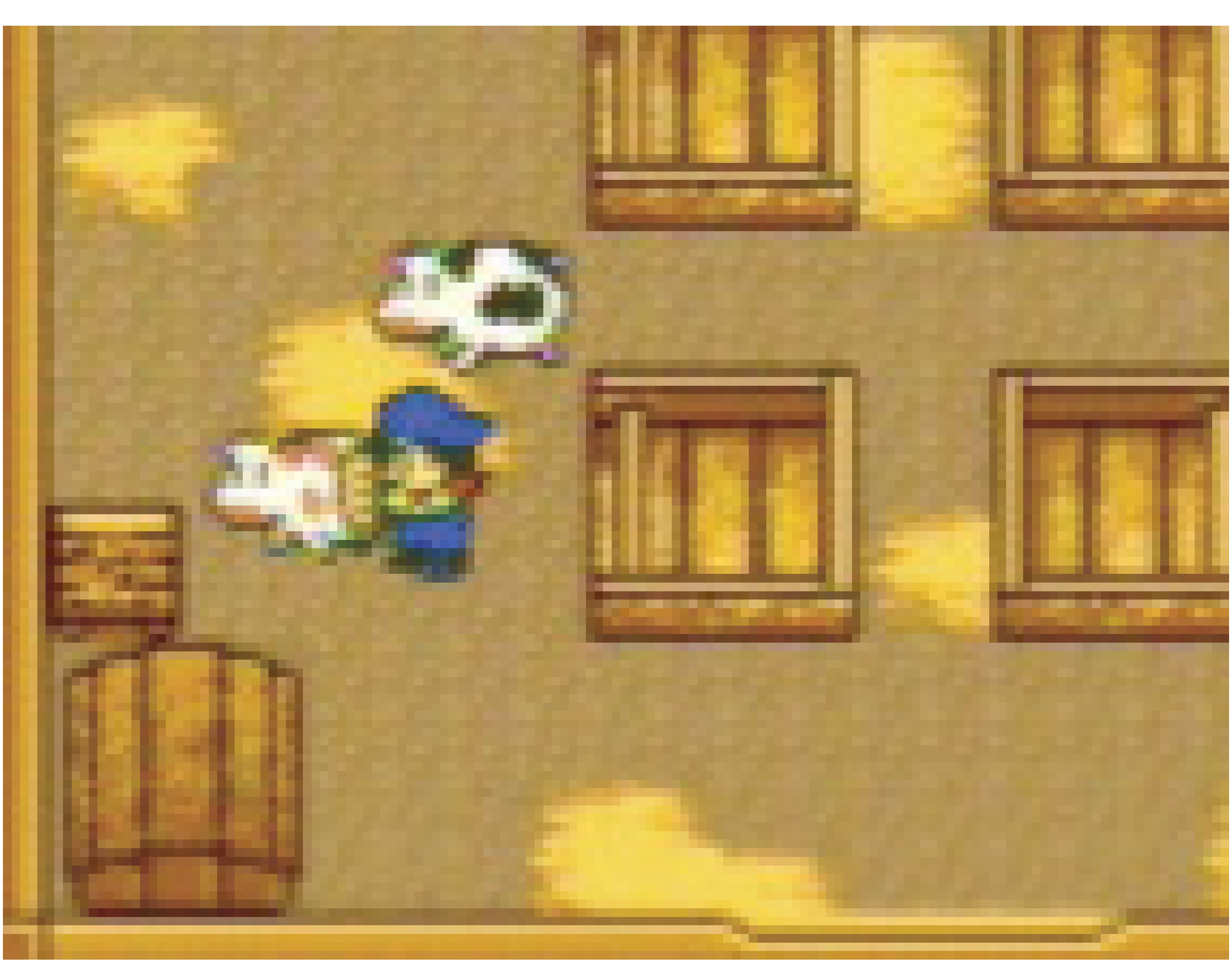


## Release Dates

| Platform | North America | Europe |
|---|---|---|
| GBC | November 7, 2000 | March 2001 |

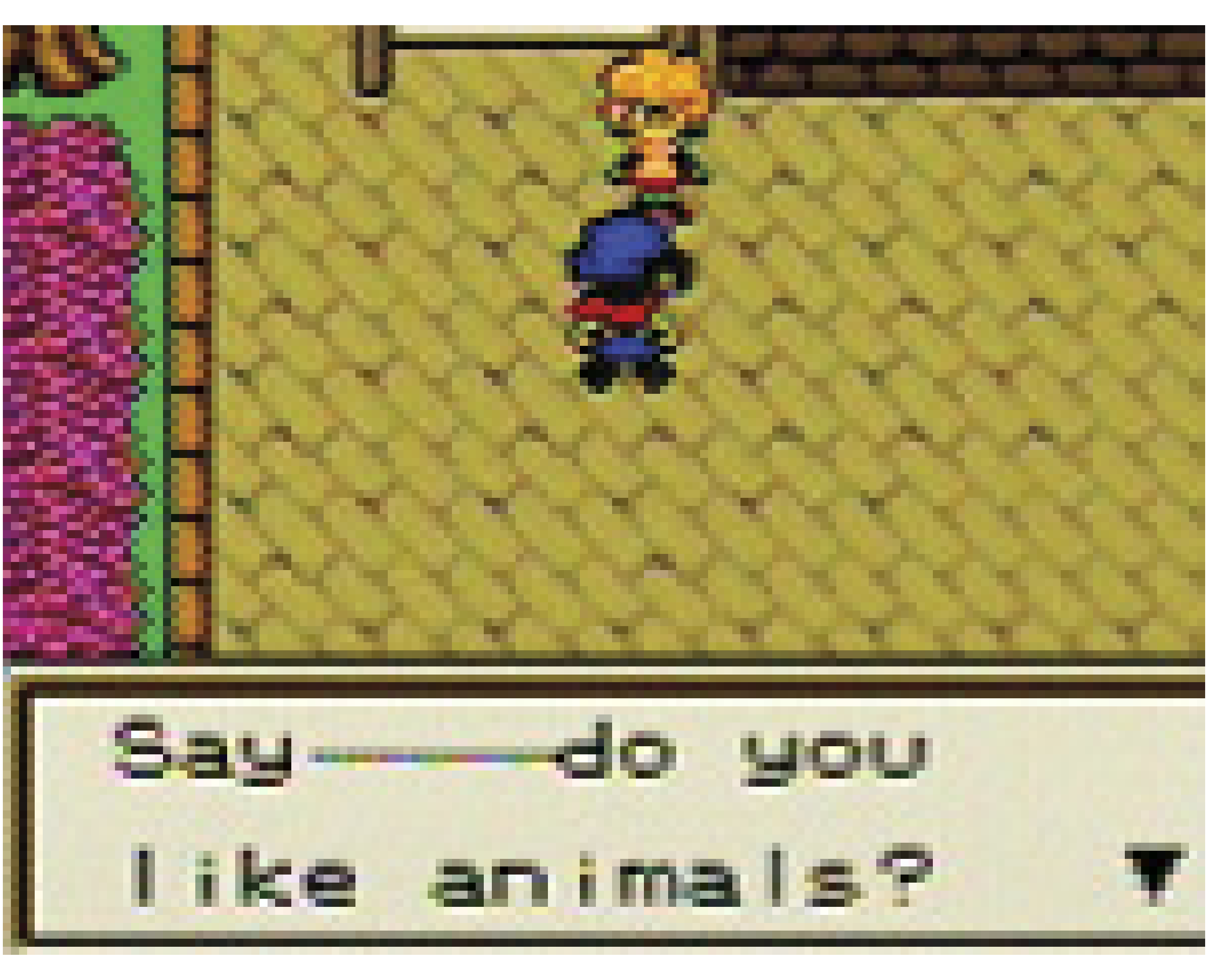
*Harvest Moon 2 GBC* was the first game in the series to shift the premise away from an inheritance situation. In this particular game, players took on the role of saving a town from development. An abandoned farm on the outskirts of town was to be turned into an amusement park unless the player could restore the farm to its former glory. The player has three years to accomplish the task.

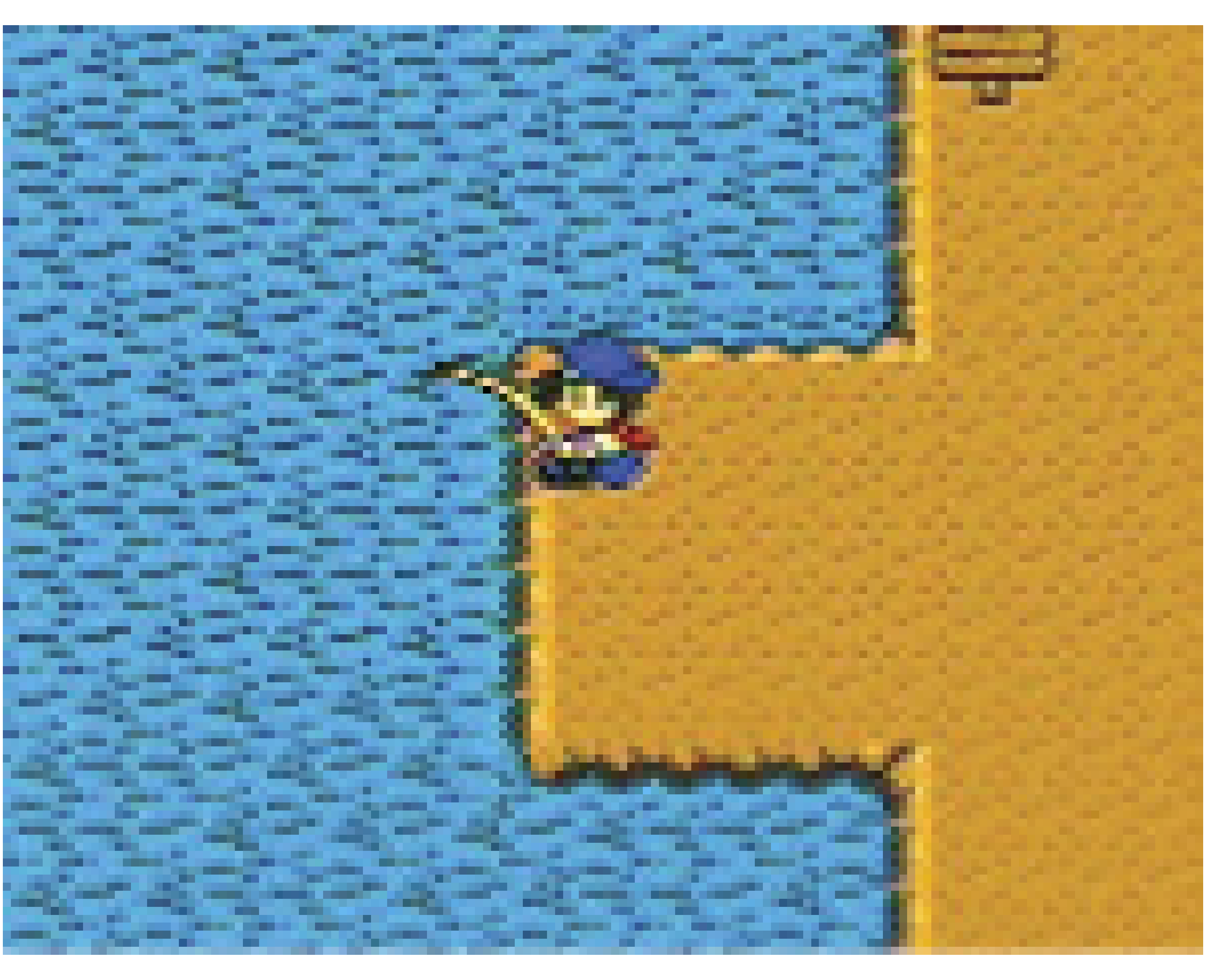


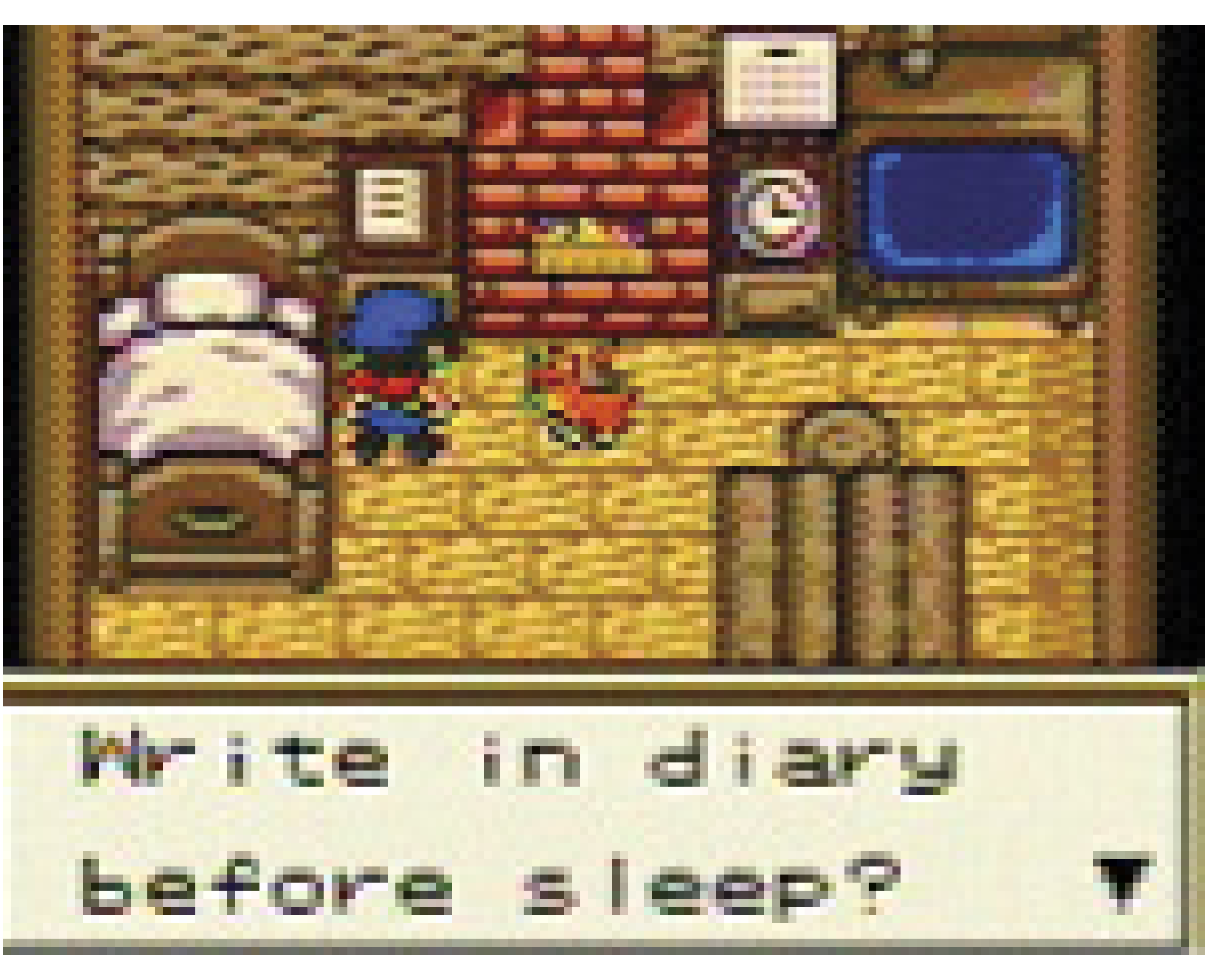


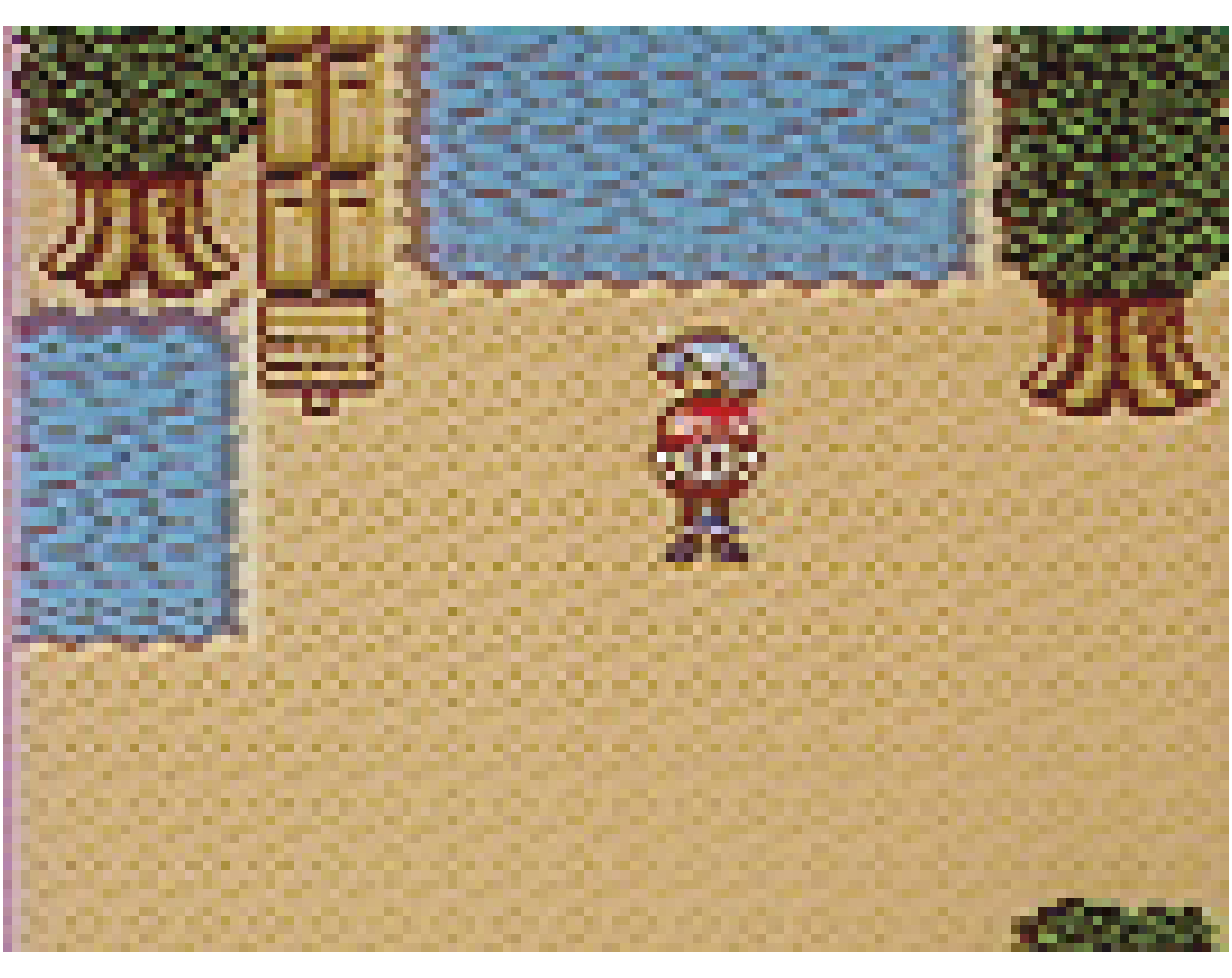
Portable gaming wasn't quite as robust an experience at the turn of the century as it is now, and it was only natural that *Harvest Moon 2 GBC* lacked some of the features of its console brethren. Most notably, this installment did not include the ability to marry or start a family, nor did it feature the Harvest Sprites. But despite these minor subtractions, the game was a grand sequel that significantly expanded upon the original *Harvest Moon GBC*.

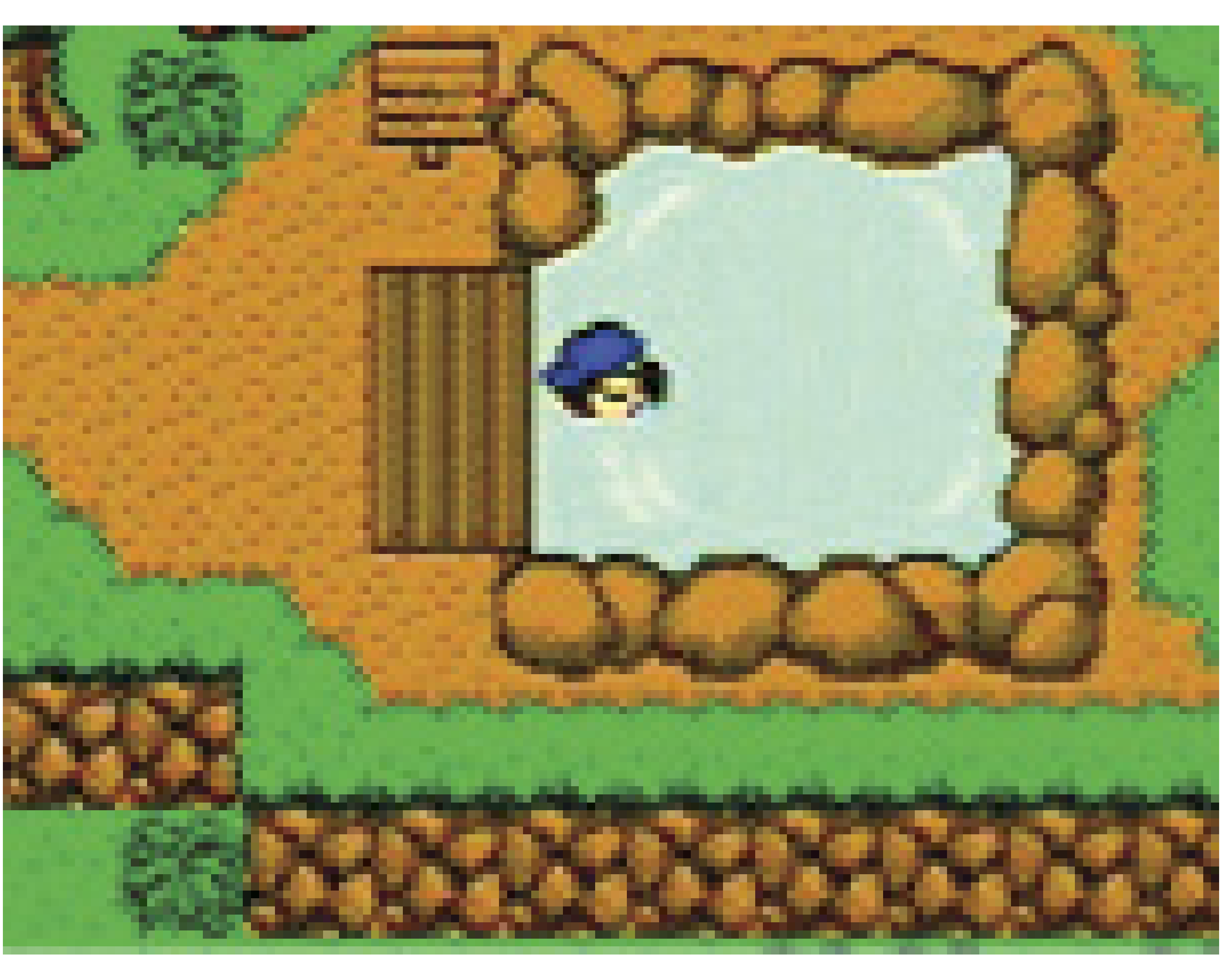
Naturally, if the farm was going to be developed into an amusement park, it must have been a pretty big farm. And it was! Not only was the farm larger than in the original portable installment, but players could now build larger barns (and animal pens) and a greenhouse too. An increased number of crops (including herbs and flowers) and tools combined with a robust fishing experience to keep players busy right up until the game's three-year deadline.

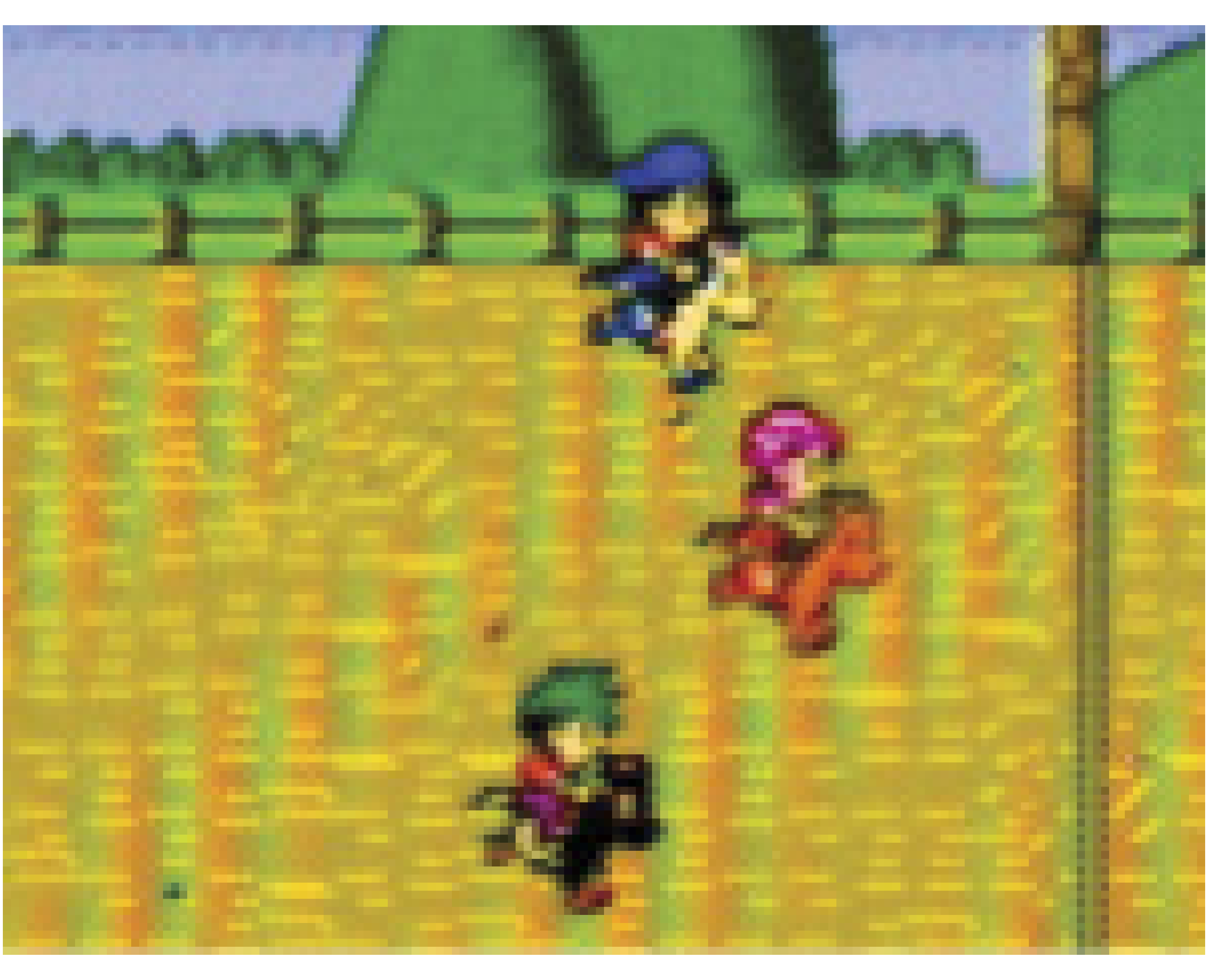


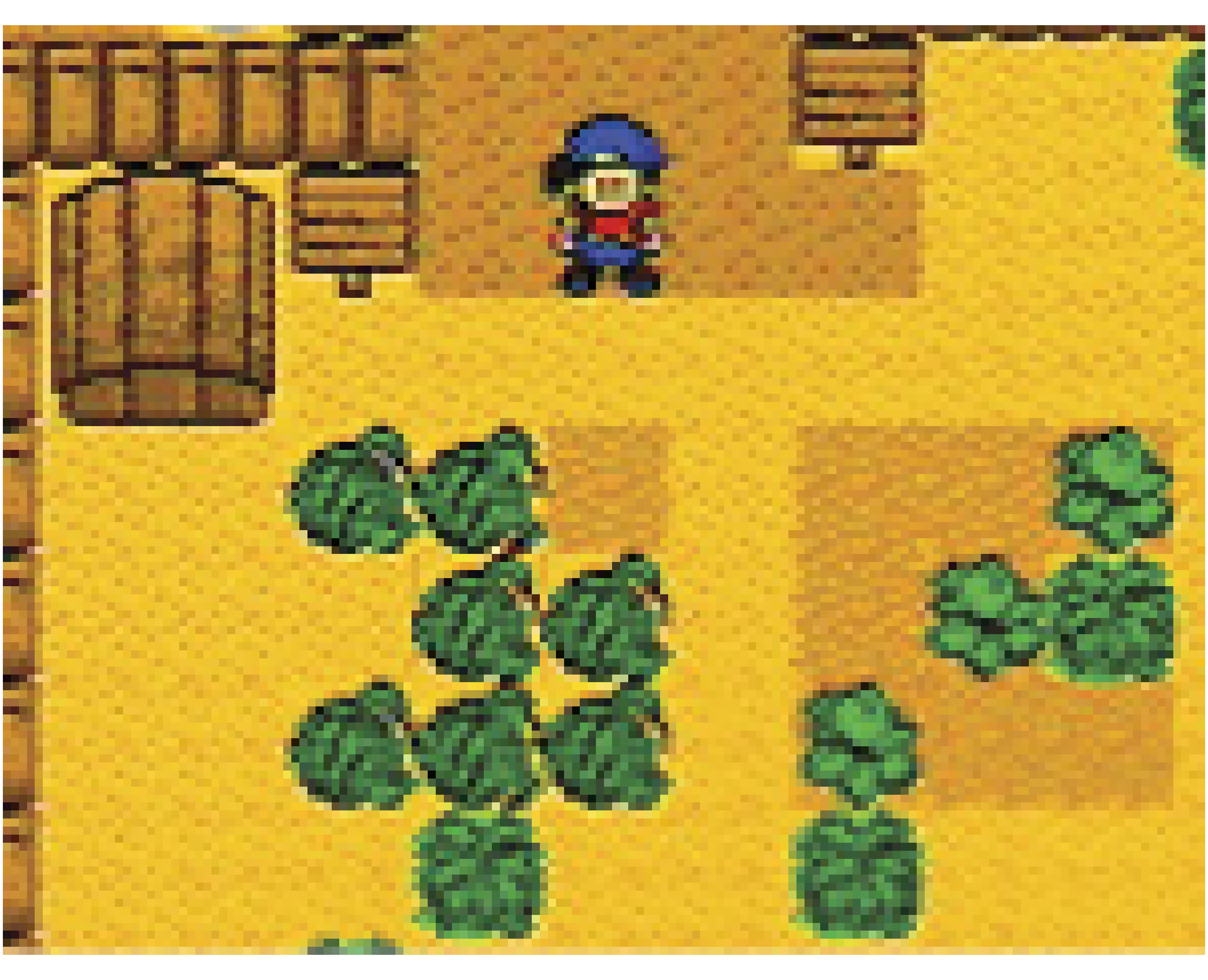


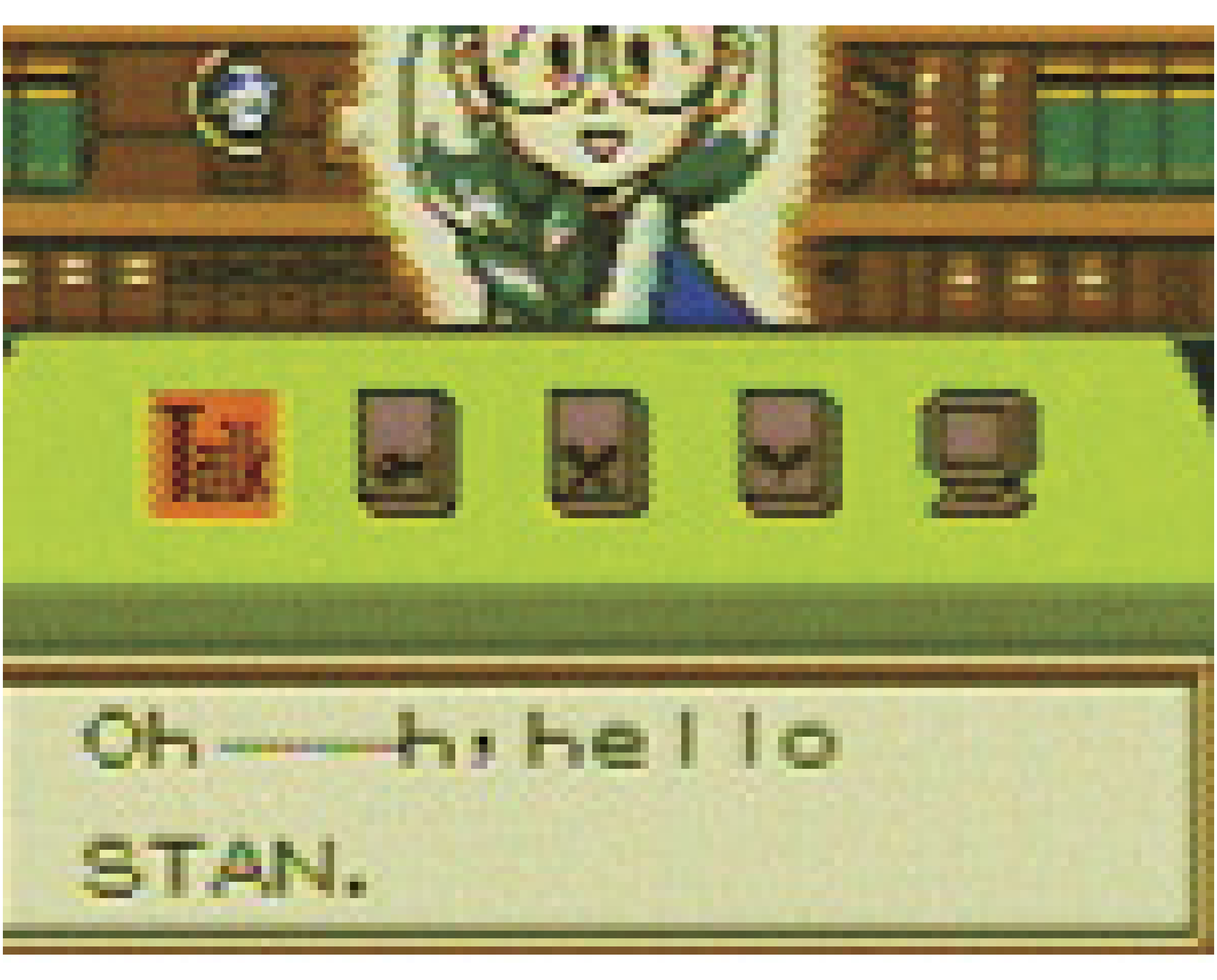






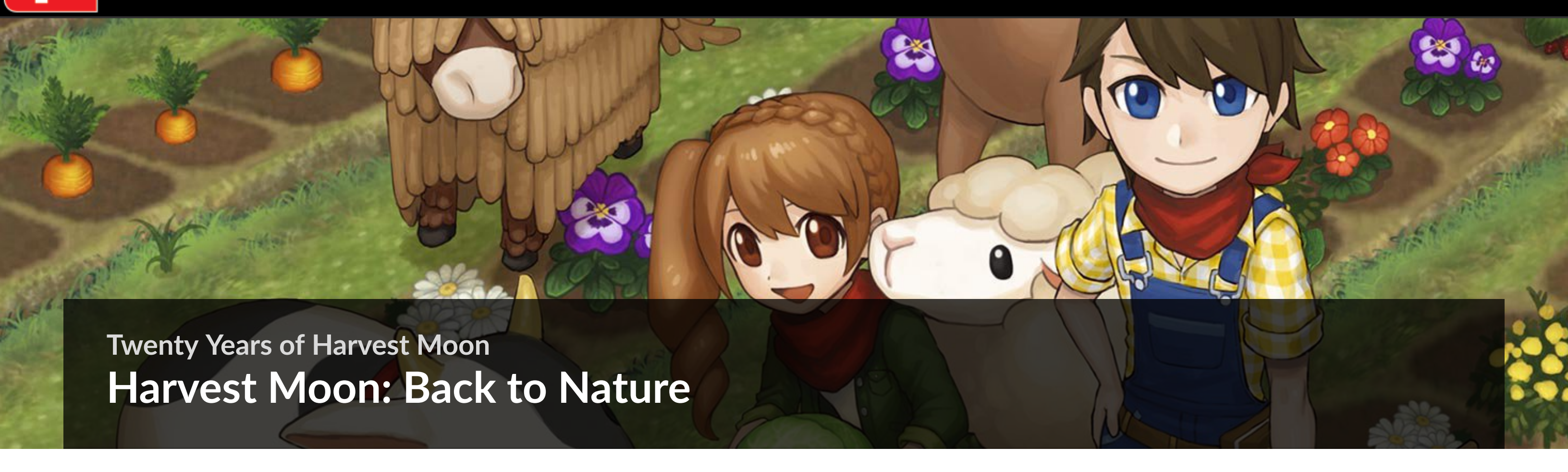






### Fun Facts

- Players could use the Gamelink Cable to trade fish and insects between their copies of *Harvest Moon 2 GBC* and Natsume's *Legend of the River King 2*.
- The seeds you could purchase were restricted to gender. Though pet cats could always dig up seeds, those playing with a pet dog had to use the Gamelink Cable to trade with a friend. It was possible to earn a Golden Chicken by trading a chicken between GameBoy Colors.
- Those wanting to take a break from farming could enjoy the two included mini-games: Cherry Cup Horse Race and Mole Bash. Home versions of the games could be purchased to play on the television in your farmhouse.
- The librarian, Mary, cataloged every insect, crop, fish, and animal you interacted with. Not only that, Mary also shared a treasure map in the form of a slide puzzle.
- The library's photo album could be used in conjunction with the GameBoy Printer to print pictures of crops and animals from the game. You could also print each of the photos taken during seven main events.



# Harvest Moon: Back to Nature

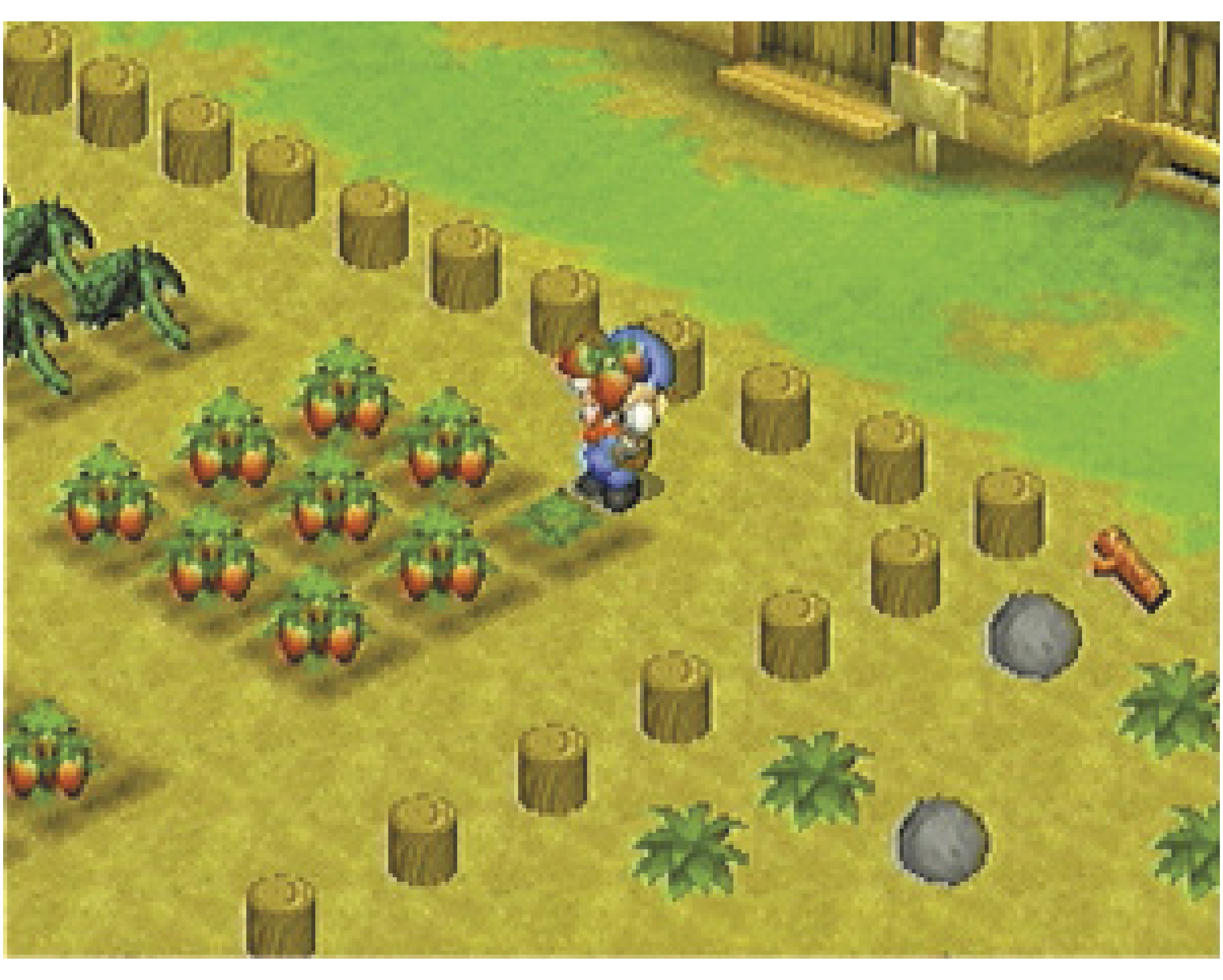
HARVEST MOON
Back To Nature

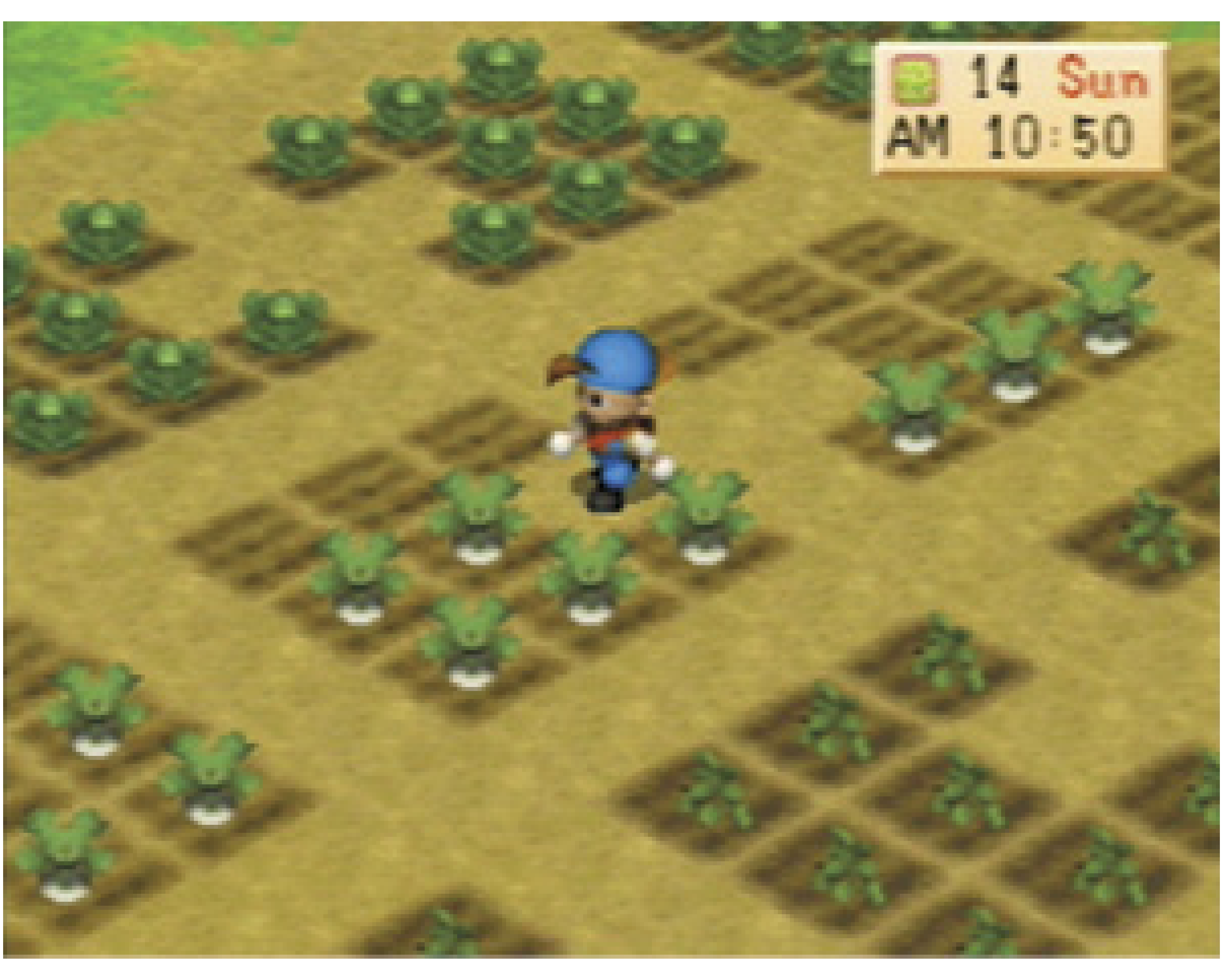
PlayStation
HARVEST MOON
Back To Nature
EVERYONE
E
ESRB
Serious Fun™
NATSUME

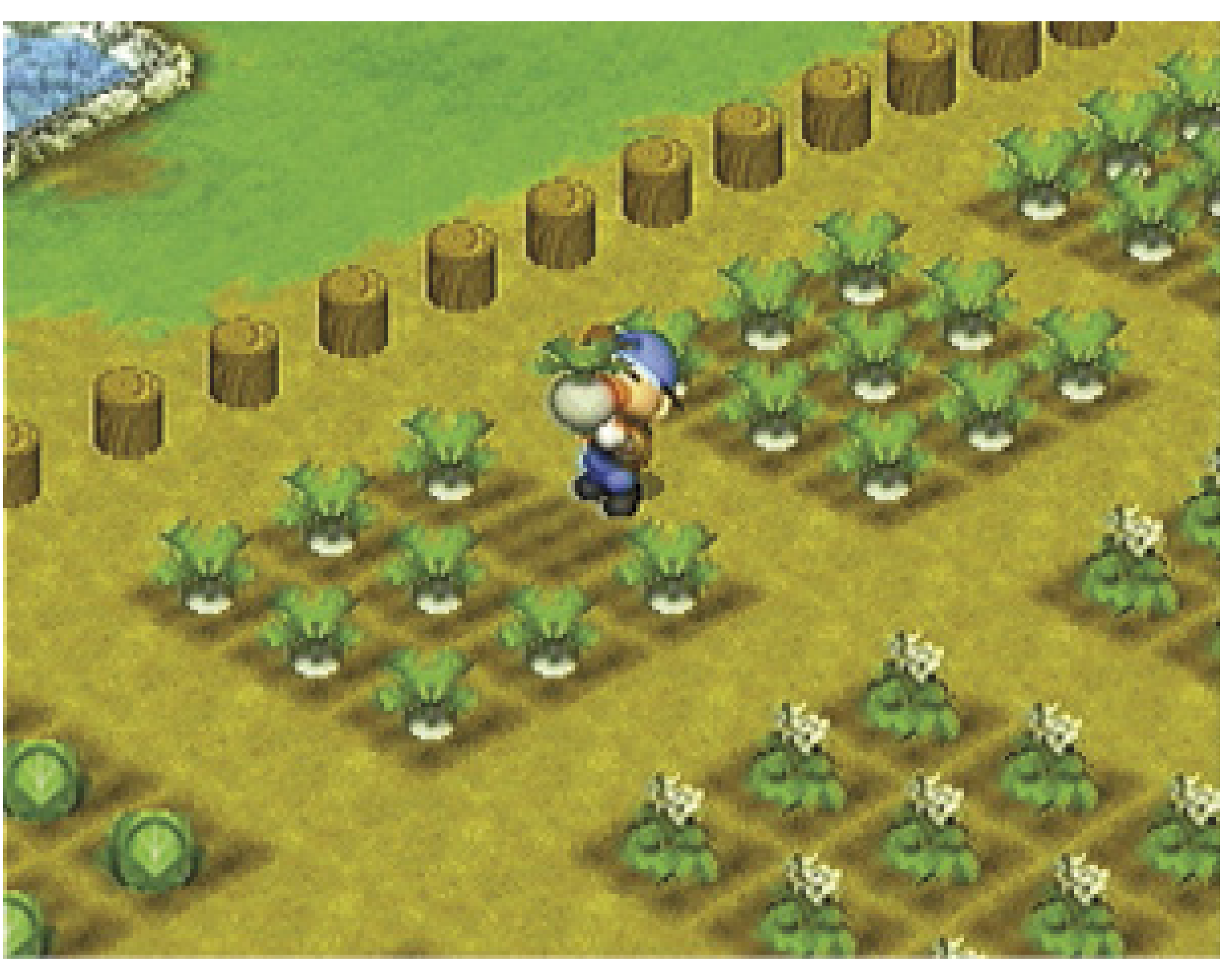
## Release Dates

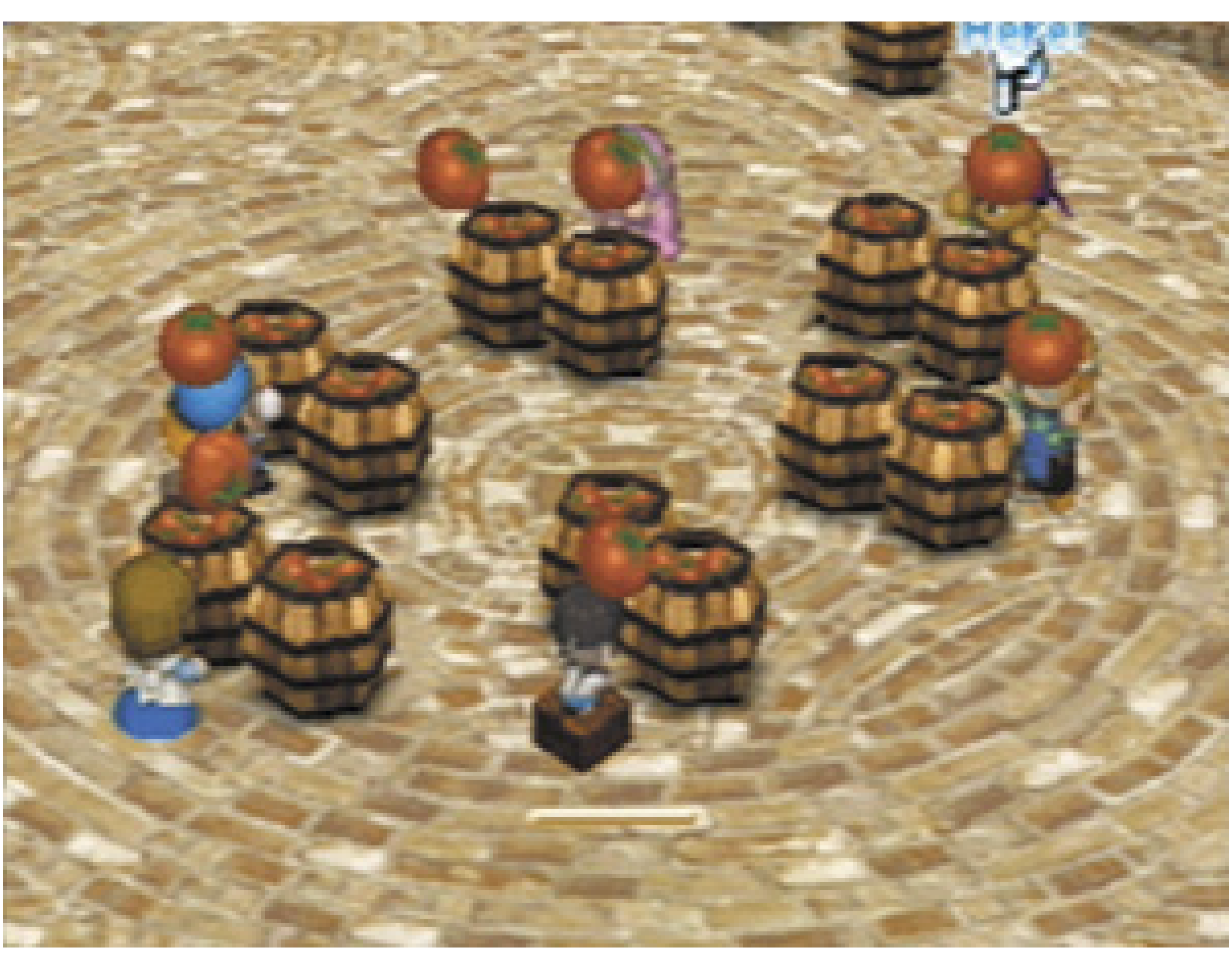
| Platform | North America | Europe |
|---|---|---|
| PS | November 21, 2000 | January 2001 |

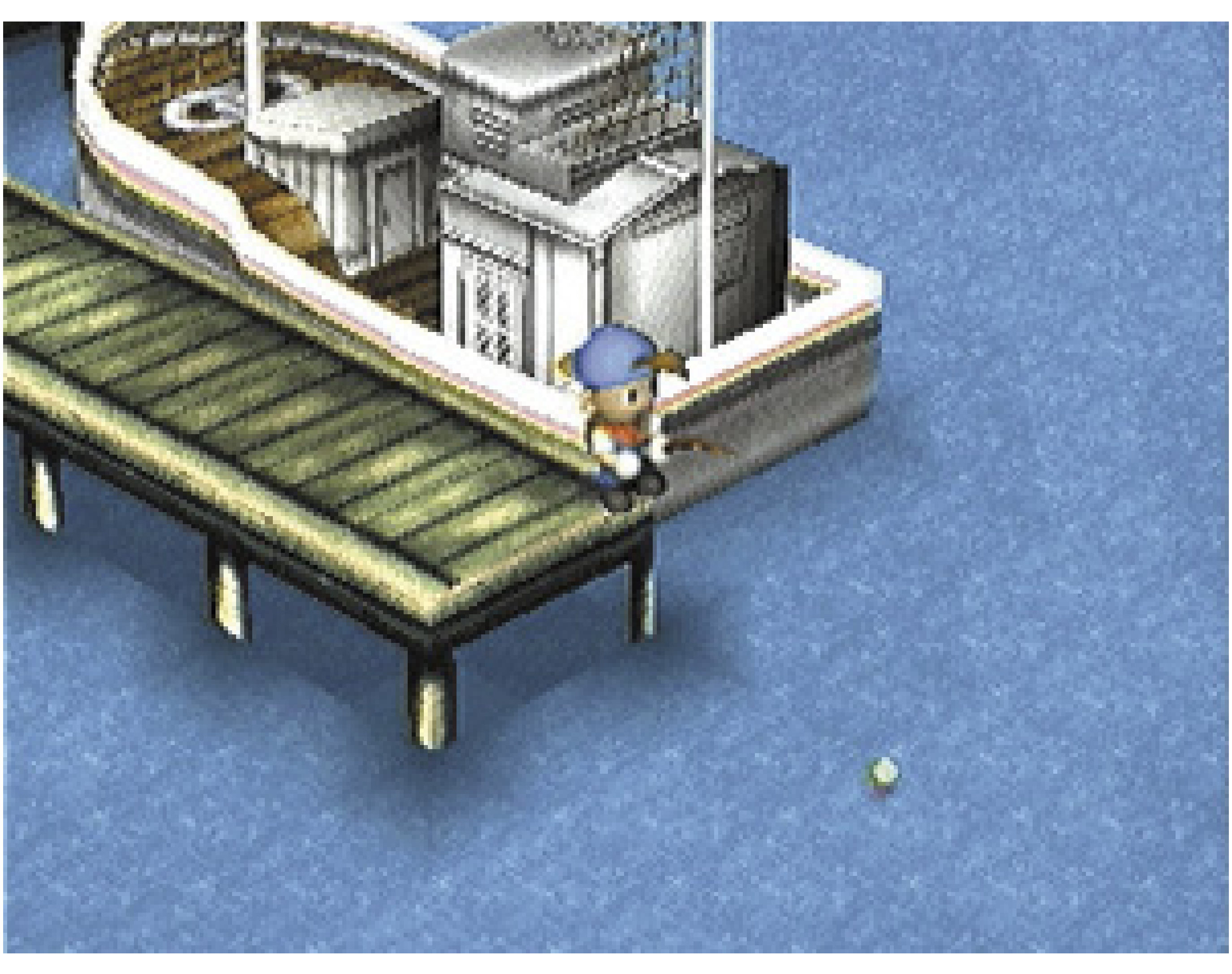
The first game in the series to appear on a non-Nintendo console, Harvest Moon: *Back to Nature*, would go on to be released in several iterations over the ensuing years. A version of this game featuring a female character was released (PSP) and though the gameplay was identical, the story premise involved washing ashore and being rescued by a mysterious character—a premise that will sound familiar to those who play Harvest Moon: *Light of Hope*.



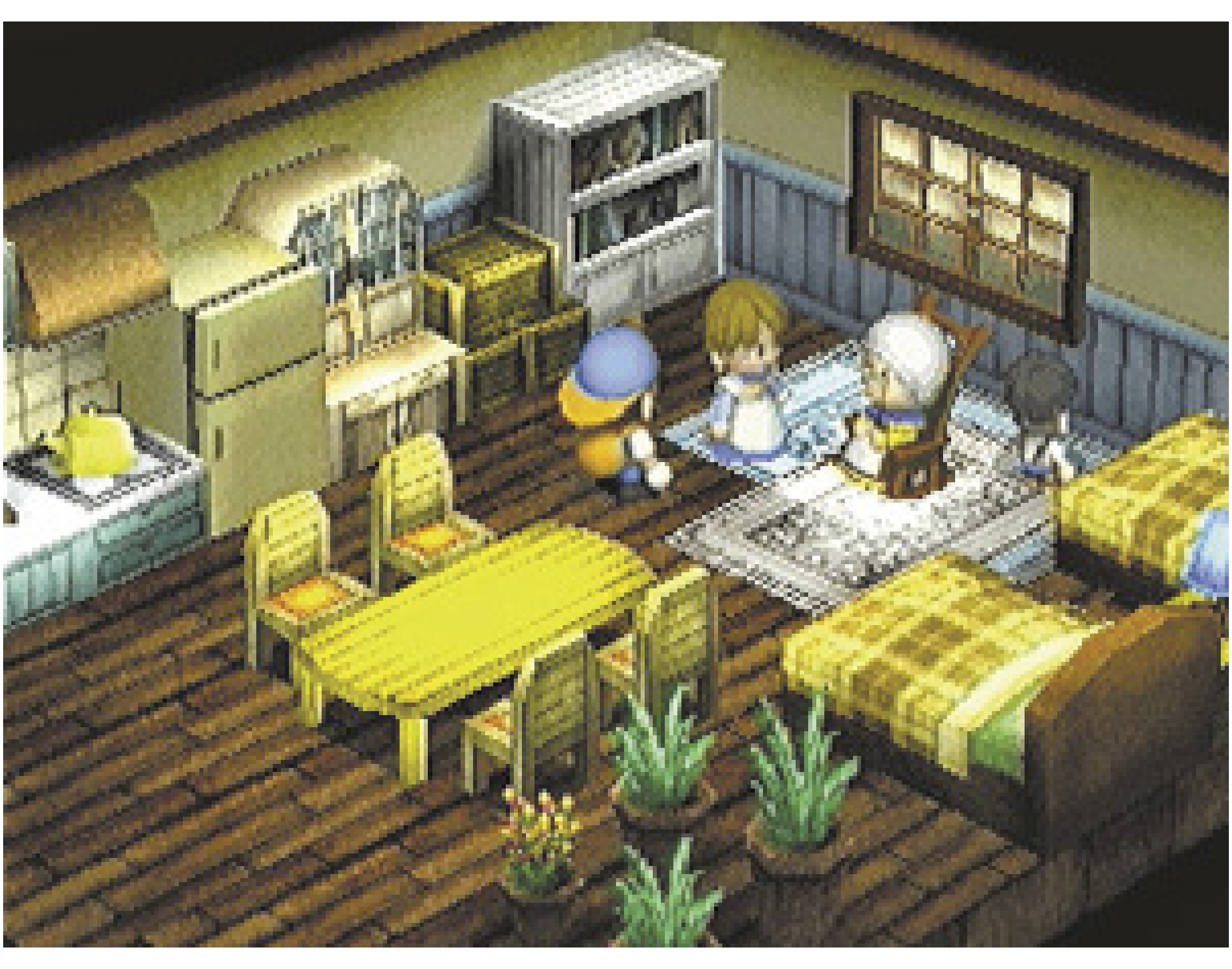


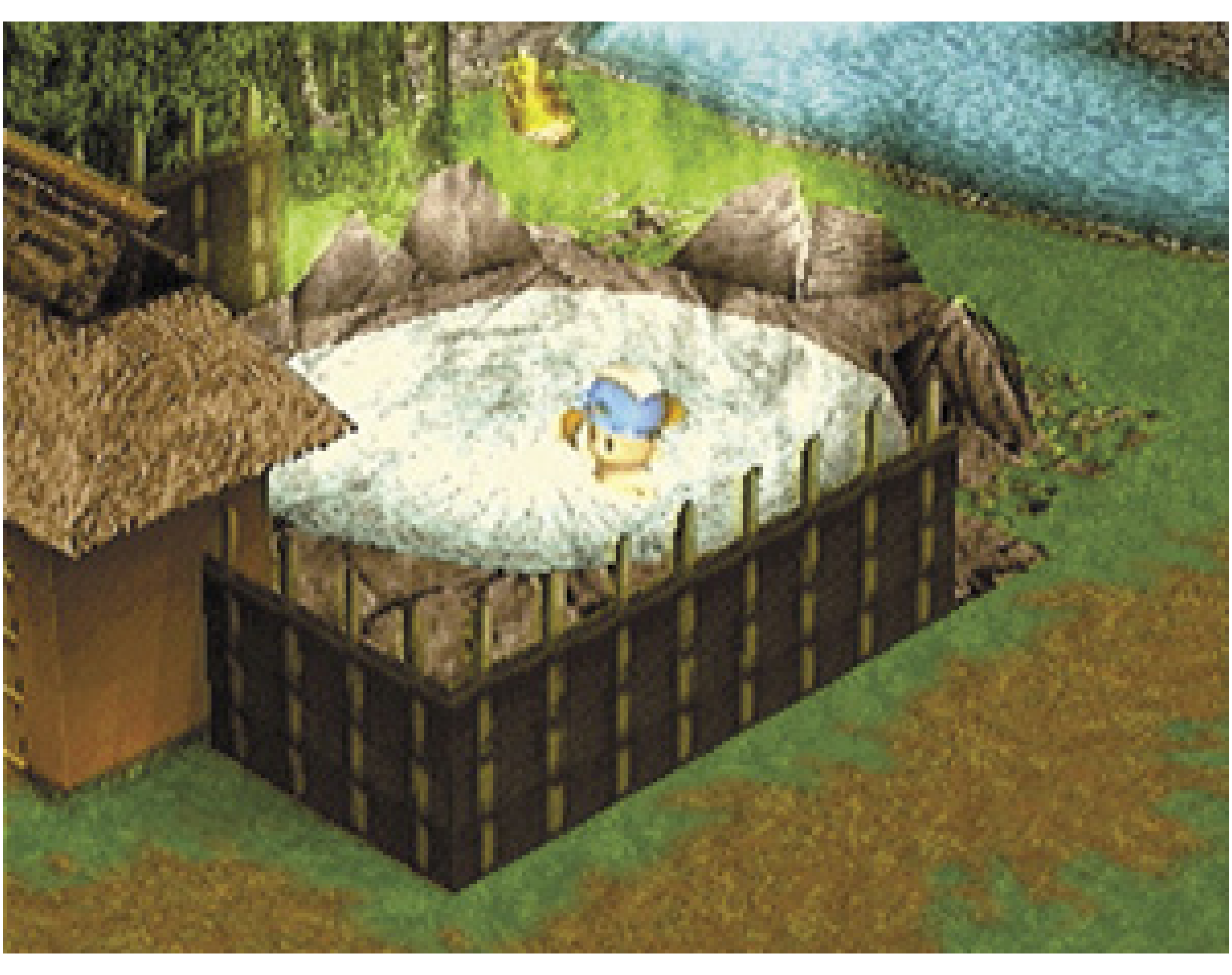


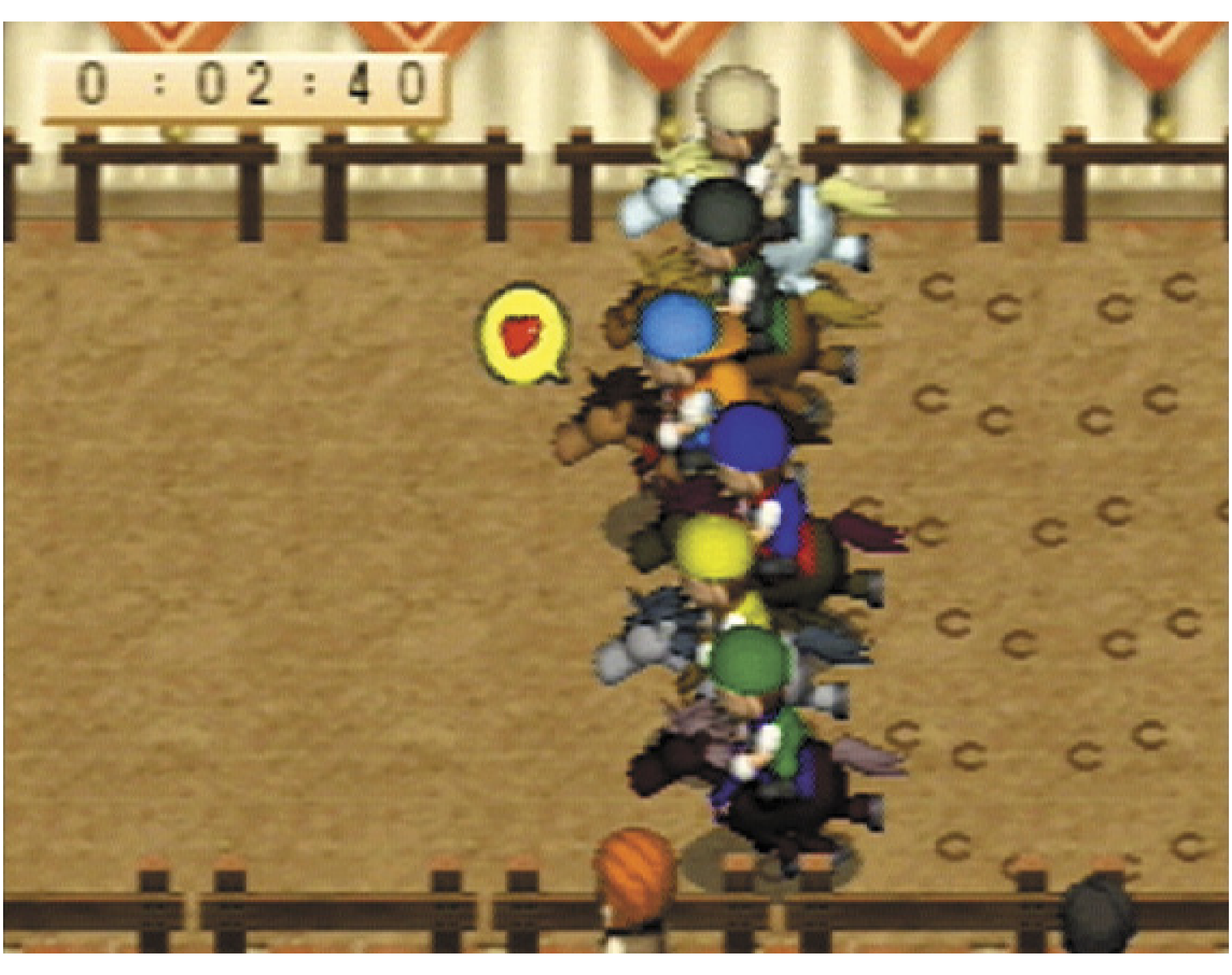




Many of the characters from *Harvest Moon 64* made their way to Mineral Town for this game, but did so with entirely new personalities, family structures, and careers. Similarly, the young farmer inherited the farm from his grandfather and was evaluated after three years, as in many of the prior games.



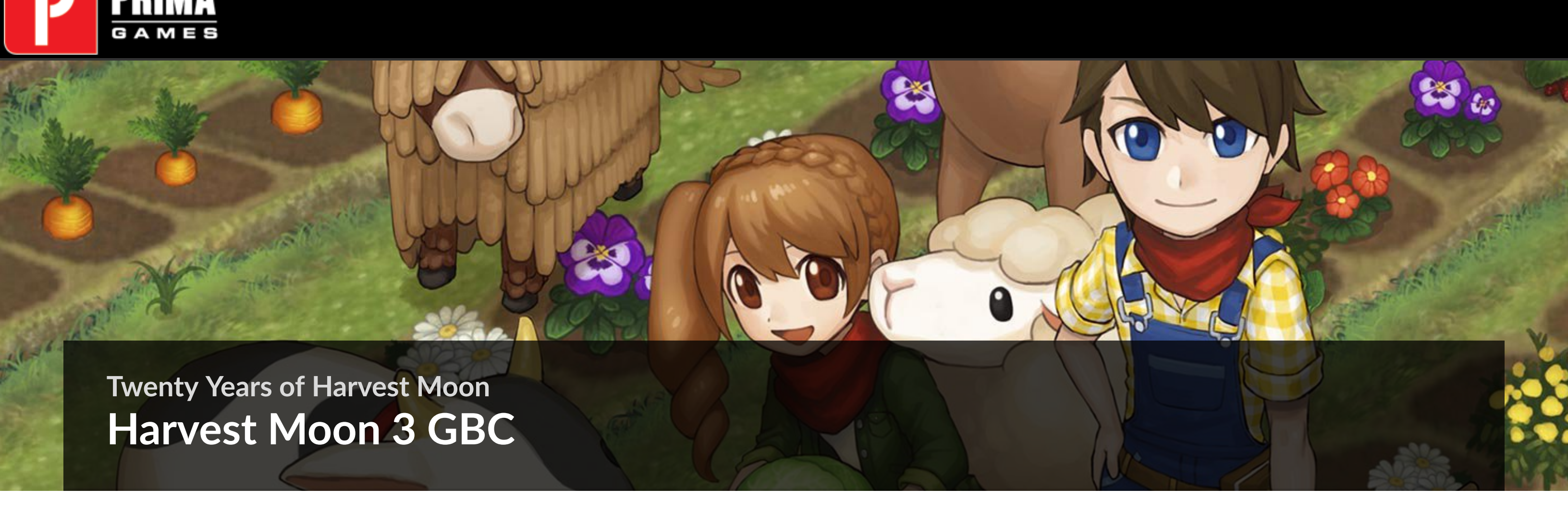




*Where* Harvest Moon: *Back to Nature* really broke new ground was in the kitchen! Players could learn sixty-four different recipes that used the crops they were growing to make dishes that improved Stamina. Not only that, but gaining access to the kitchen also unlocked the TV Shopping Network, which made it possible to order utensils and pots needed for baking—a bold new feature for the series!

## Fun Facts

- Unlike many other installments in the series, players could give multiple gifts to the townsfolk each day, greatly increasing the rate at which one could woo their chosen bachelorette and make friends.
- Crops couldn't be grown outside the Hothouse in the winter, but there were as many as seven different crops that could be grown in each of the other seasons, a big increase from the prior game. A fishing pond made it possible to raise fish as well.
- Players wanting to marry had to compete with a rival to win their bachelorette's affection. Each of the five bachelorettes had a distinct rival also trying to impress them.
- For the first time, trophy fish were included to provide a special quest for those who enjoyed fishing. Six King Fish could be caught to earn the title of Fisher King. This honor was bestowed by Greg, a friendly character who was only seen at the beach.



Twenty Years of Harvest Moon

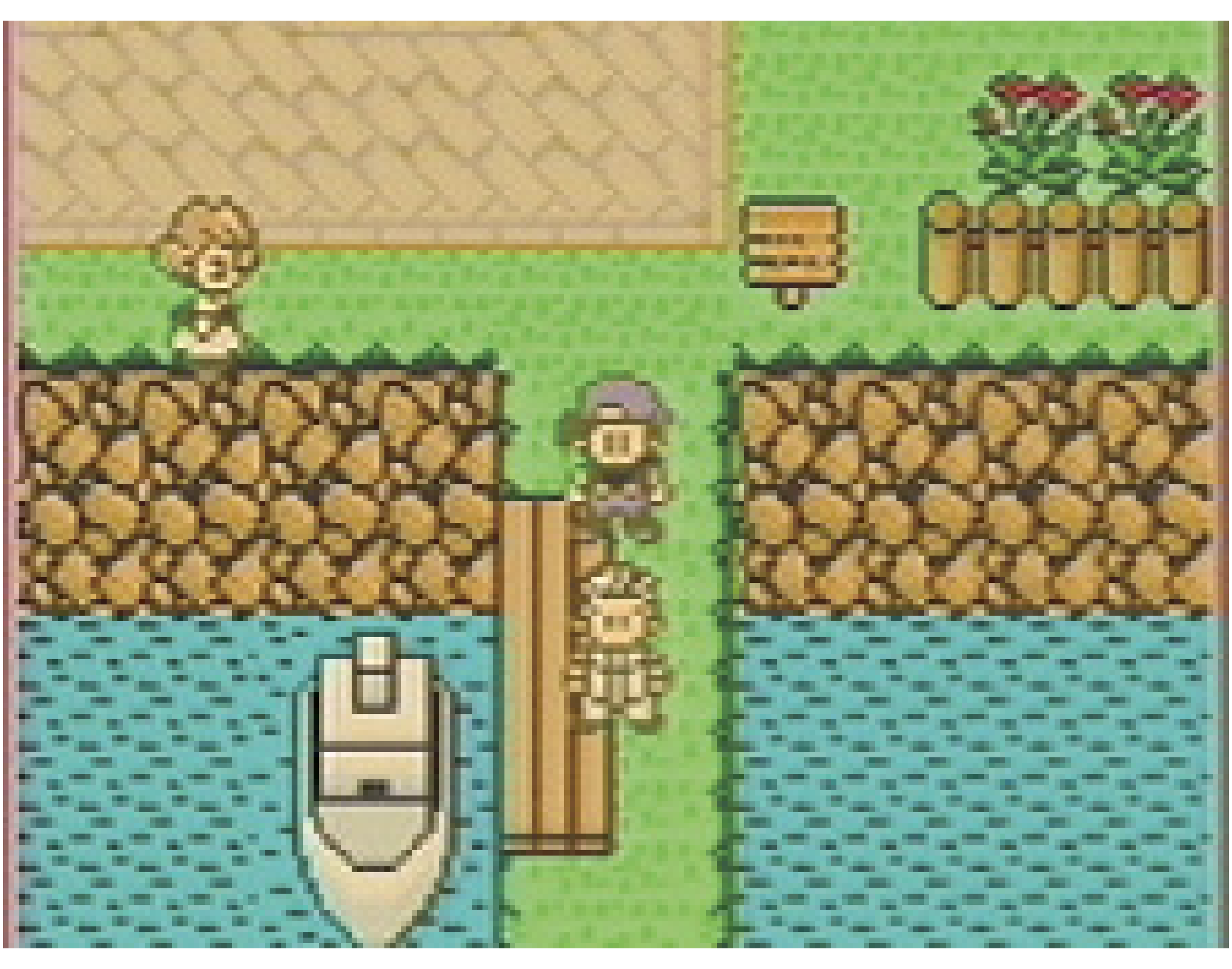
# Harvest Moon 3 GBC

GAME BOY COLOR
HARVEST MOON 3 GBC
EVERYONE
E
Official Nintendo Seal of Quality
NATSUME
Serious Fun

## Release Dates

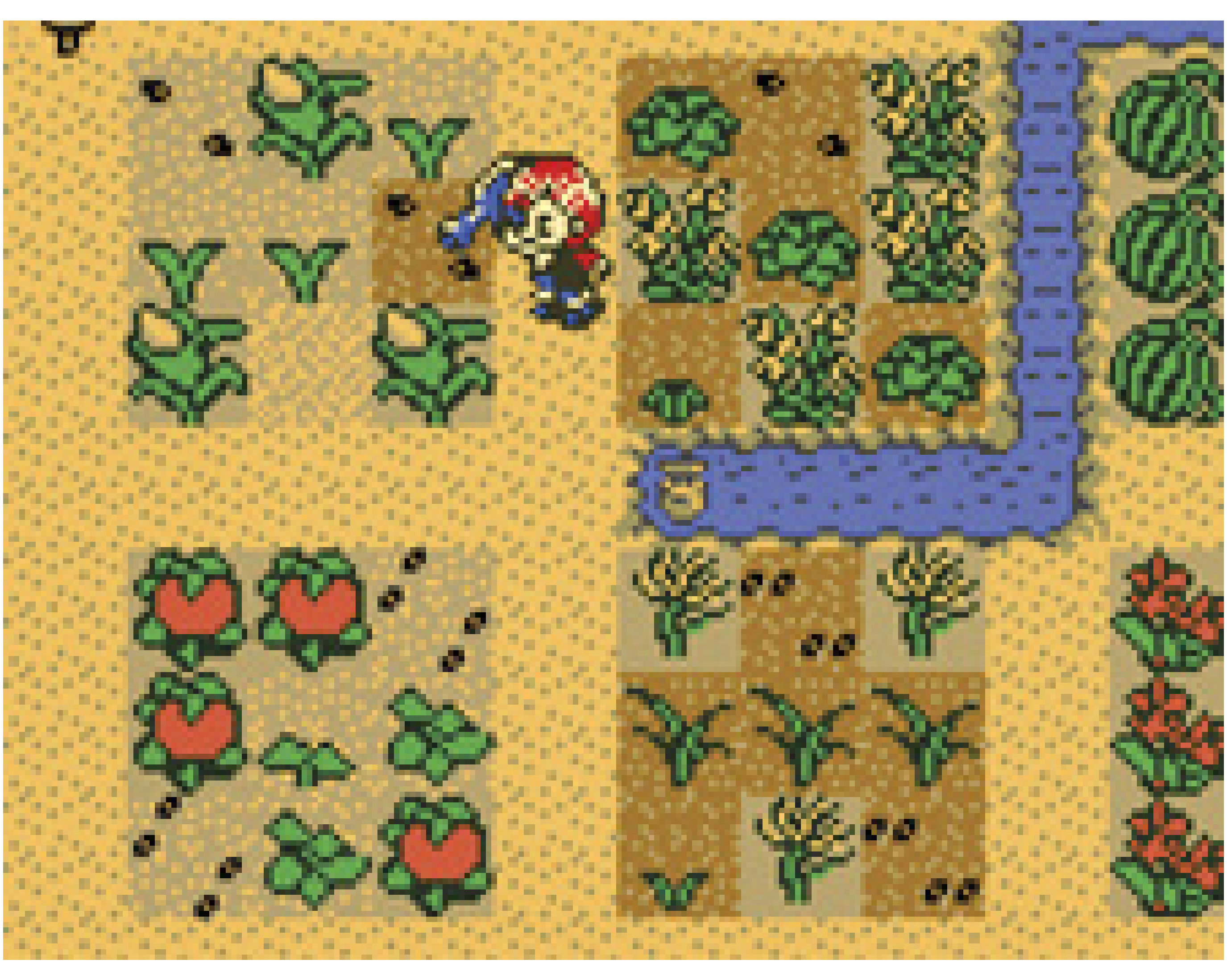
| Platform | North America | Europe |
|---|---|---|
| GBC | November 13, 2001 | — |

The final game in the series to release on the GameBoy Color handheld system was also one of its most unique. *Harvest Moon 3 GBC* didn't just give players the choice of playing as a boy (Pete) or girl (Sara), but contained different plotlines based on that decision. Those playing as Pete effectively picked up where *Harvest Moon 2 GBC* left off, in Flower Bud Village, and were asked to travel to a nearby island, to assist a farm girl. Those who played as Sara inherited an island farm and were sent a boy—Pete—to help.



Pete was primarily in charge of growing crops. He had access to all the necessary tools required to grow a bounty of vegetables, but he lacked the tools to raise animals. Sara, on the other hand, had access to a Brush and Milker and could care for animals and gather the animal products they produced. The differences didn't end there! Though Pete and Sara inevitably befriended one another, doing so was more important for Pete, as the only way to gather Wool and Milk to sell at the market was by teaching his female partner how to make items like Butter and Cheese. Fortunately, books in town had the necessary items. Sara, for her part, was able to purchase appliances that could turn raw materials into Butter and Yarn.

Shopping Mall

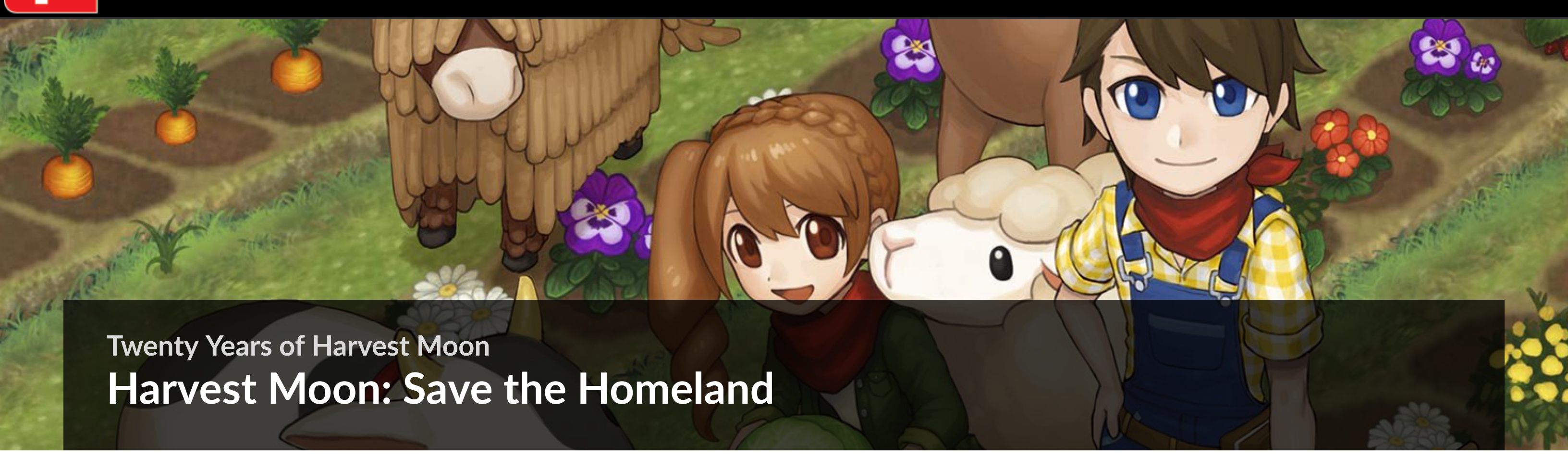


The gender roles continued to the game's conclusion. Though both characters had the goal of saving the farm from being converted to a landfill in two years, those playing as the female character, Sara, saw the game end upon getting married. The male character's game continued beyond marriage, allowing players to tend the farm while raising a family.

SPEED 43km/h
TIME 0 12
?
500m

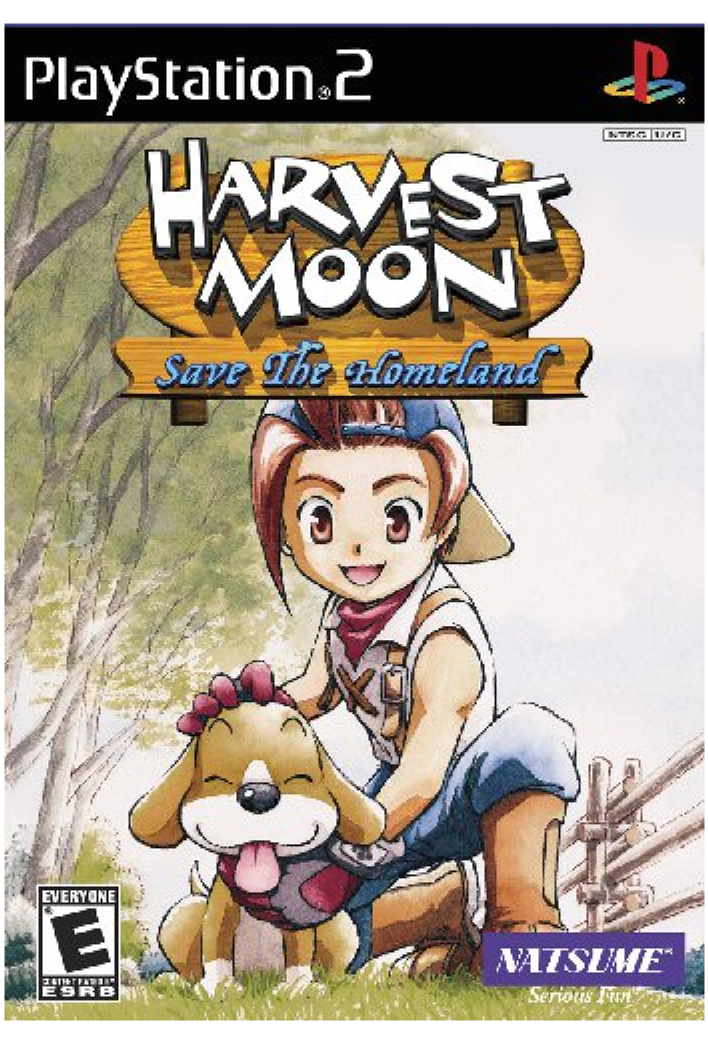
## Fun Facts

- The shift to an island farm forced players to adapt to a ferry schedule in order to visit town. The only way to purchase seeds and meet other characters was to travel by ferry on Mondays and Thursdays. Players had to plan accordingly!
- For the first time in a *Harvest Moon* game, players could select the character's blood type. Blood type is a common attribute in character information in Japanese games.
- There were sixteen species of fish to catch, including three King Fish, introduced in *Harvest Moon: Back to Nature*. Some fish could only be caught from a boat in the ocean.
- Players who managed to obtain six Power Berries and their own boat could travel across the ocean to a secret Mermaid's Cave where, if conditions were met, she awarded players with an extra Power Berry.
- In addition to a snowboarding mini-game, the player could raise up to eight horses that could later be entered in the horse-racing circuit.



Twenty Years of Harvest Moon

# Harvest Moon: Save the Homeland



## Release Dates

| Platform | North America | Europe |
|---|---|---|
| PS2 | November 20, 2001 | – |

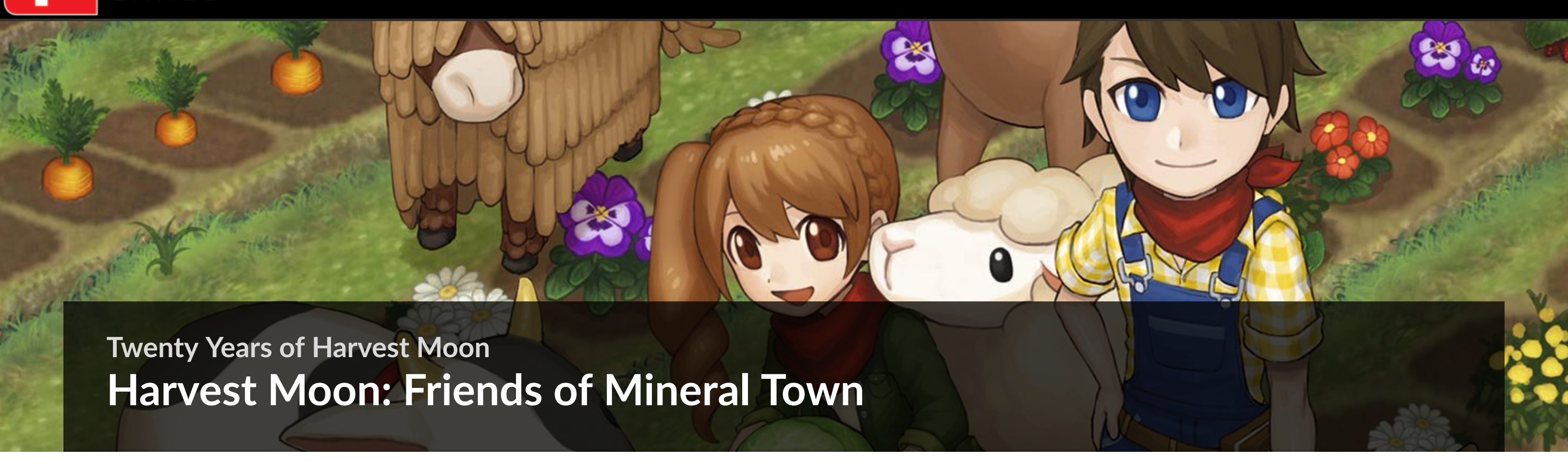
Releasing just a week after *Harvest Moon 3 GBC* in North America, this was the first in the series to make its way to the PlayStation 2. Despite the familiar boy-inherits-farm premise, *Harvest Moon: Save the Homeland* featured a number of differences from prior games. And not just the significant jump to 3D cel-shaded graphics!

The game wasted no time in introducing the player to Harvest Sprites and the Harvest Goddess, the latter of whom asked several questions to gauge what kind of person had come to save the farm. This segued into an elaborate tutorial that helped get new players familiar with the series. Nevertheless, *Harvest Moon: Save the Homeland* was, in many ways, a condensed version of the game. It didn't contain the ability to marry a villager or start a family; there were only four crop types; and there were no rocks or trees to clear, which meant Hammers and Axes weren't necessary.

Time moved quite fast in this installment, and players had just one calendar year to save the farm from development. But there were plenty of other story-related events to tend to when you weren't focusing on your farm chores. *Harvest Moon: Save the Homeland* contained nine different endings based on who you befriended throughout the year, the items you obtained, and the rare collectibles you managed to procure for other villagers.

### Fun Facts

- Players could obtain a Flute that could be played to give your dog various commands. You could make your dog sit, lie down, heel, run, jump, or stand. The dog could even be used to herd cows.
- Though there wasn't a Shipping Box on the farm, the nearby town contained seven distinct shops that bought and sold a variety of items.
- It was possible to save the game after completing the first year to earn a chance to begin in the spring again, on year two. All crops, animals, and items carried over, but the townsfolk were strangers once again. This made it possible to earn multiple endings.
- The Harvest Goddess granted wishes to players who visited between 9:00 a.m. and 4:00 p.m. on sunny days. She could increase friendship with a pet or girl in town, or replenish Stamina.
- Cooking was a huge part of *Harvest Moon: Save the Homeland*. Players could upgrade their kitchen and acquire over three dozen recipes to be cooked in a Frying Pan, Oven, or Pot.



Twenty Years of Harvest Moon

# Harvest Moon: Friends of Mineral Town

HARVEST MOON
Friends of Mineral Town
GAME BOY ADVANCE
EVERYONE
E
ESRB
NATSUME
Serious Fun

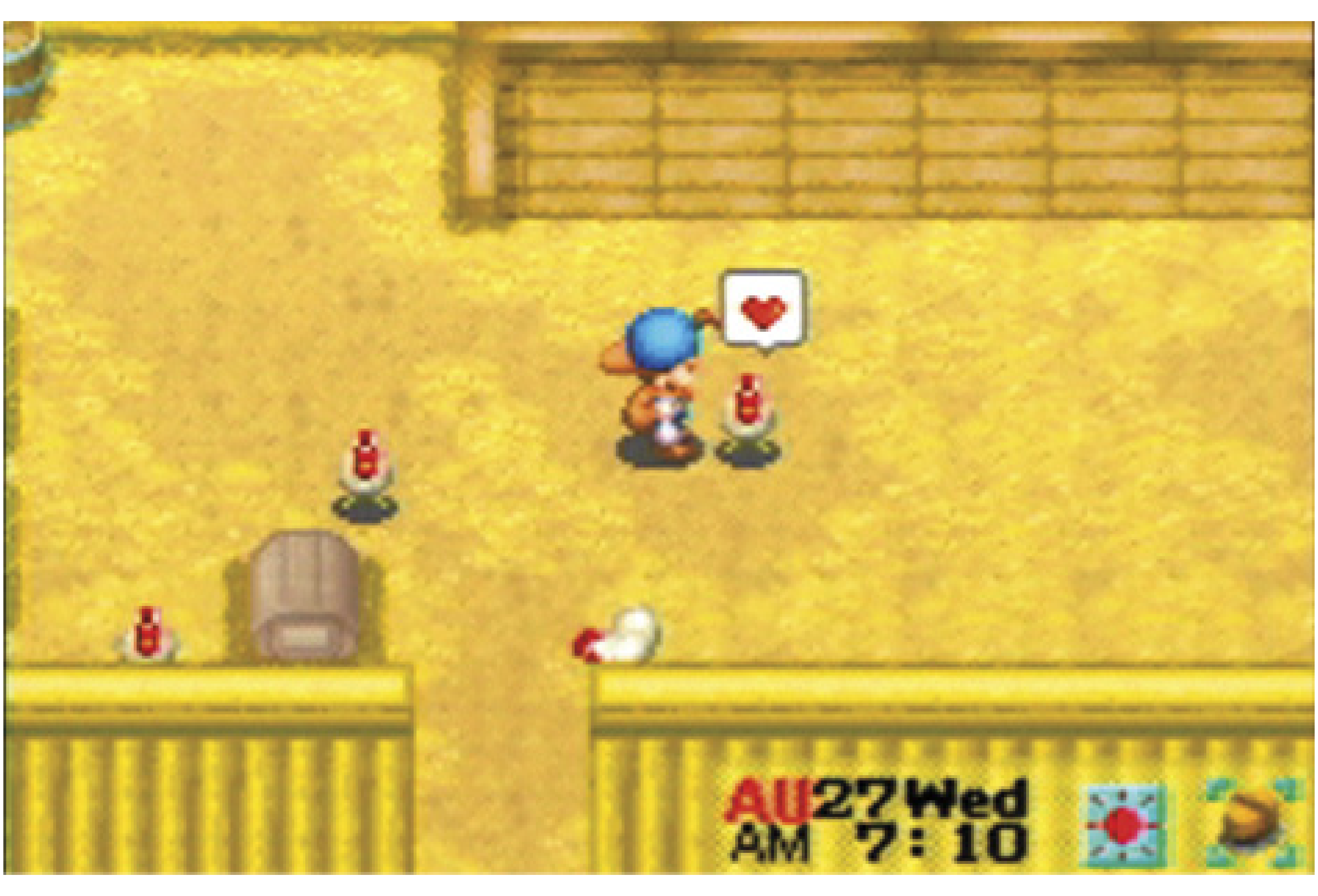
## Release Dates

| Platform | North America | Europe |
|---|---|---|
| GBA | November 11, 2003 | March 2004 |

The first of two games to release on the GameBoy Advance, *Harvest Moon: Friends of Mineral Town* was effectively a remake of the PlayStation game, *Harvest Moon: Back to Nature*. But unlike other games that have been ported to a handheld system, this one grew by leaps and bounds! The size of the cartridge was the only thing small about it.

Though the game began with the player inheriting a farm, there was no evaluation or time limit. Instead, the farm was yours to work as long as you liked. And with a wealth of new additions to focus on, that was probably a good thing. *Harvest Moon: Friends of Mineral Town* contained vastly more cooking recipes, tool upgrades (including Cursed Tools), shippable items, and a mine that stretched 255 levels underground!

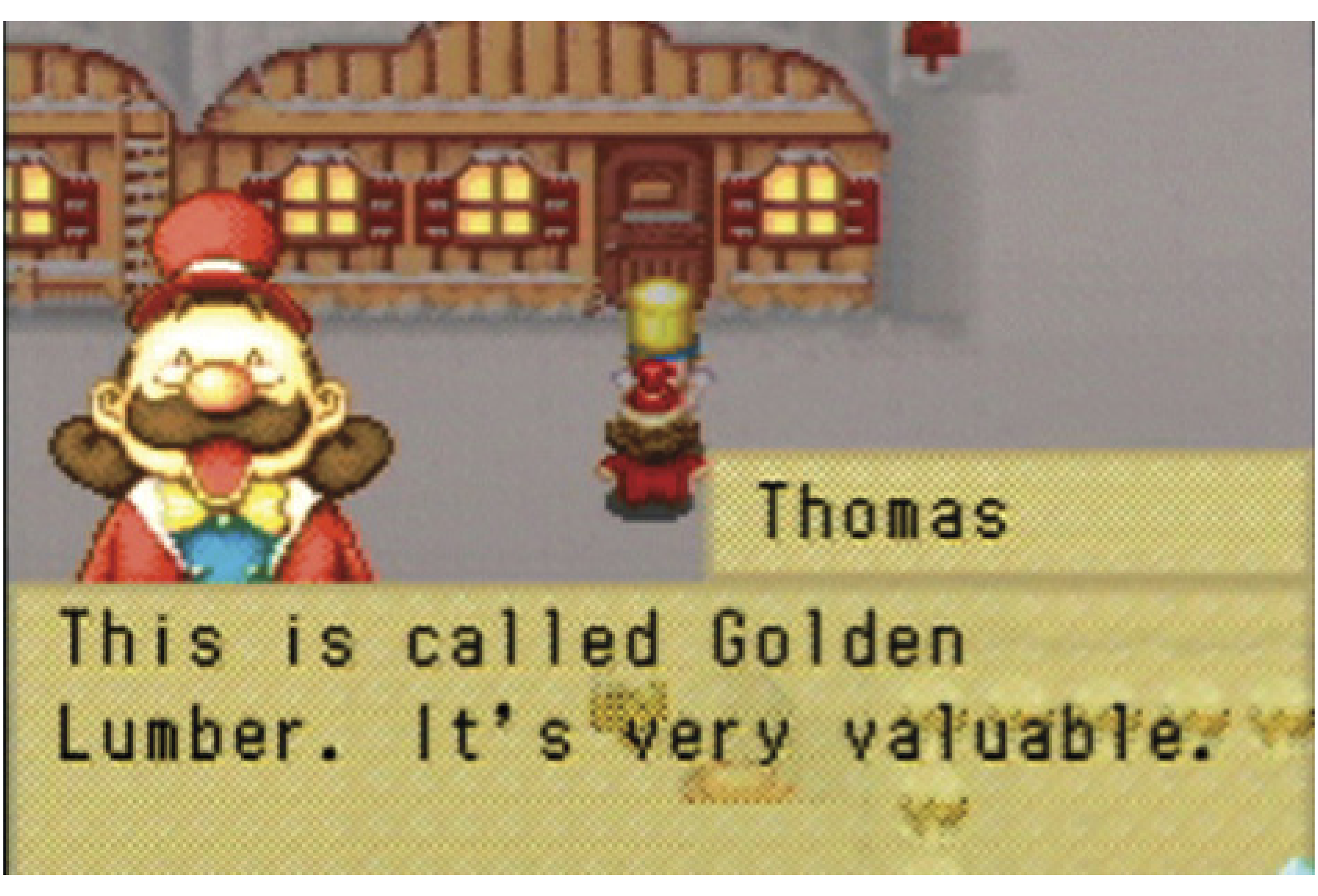
We can't look after him all the time, so do you think you'd be able to



Sorry, do I know you? Ah, you're the new guy at the farm, huh?

You fished a Monkfish. It's 10cm big.

Like some of its predecessors, *Harvest Moon: Friends of Mineral Town* included the ability to marry a bachelorette from town. And, once again, there were rivals competing for their hand that you had to overcome. But there was one bachelorette who didn't have any other suitors for you to compete with: the Harvest Goddess! To win her affection, players had to catch every species of fish, ship every item, collect nine Goddess Jewels, and much, much more.

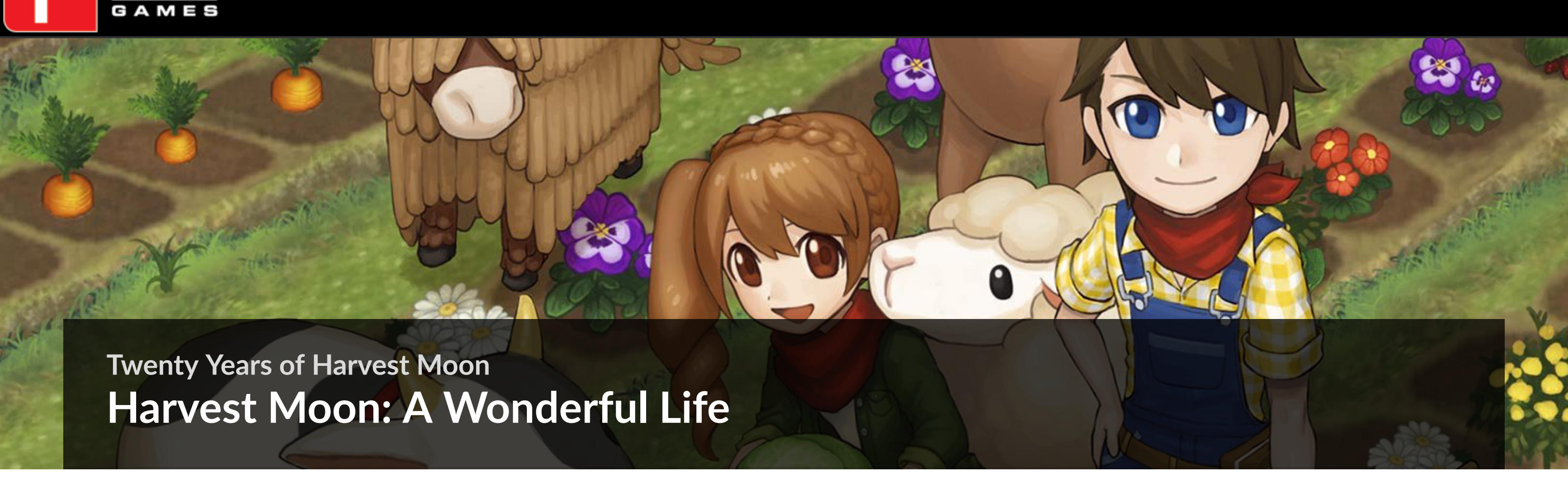


This is called Golden Lumber. It's very valuable.

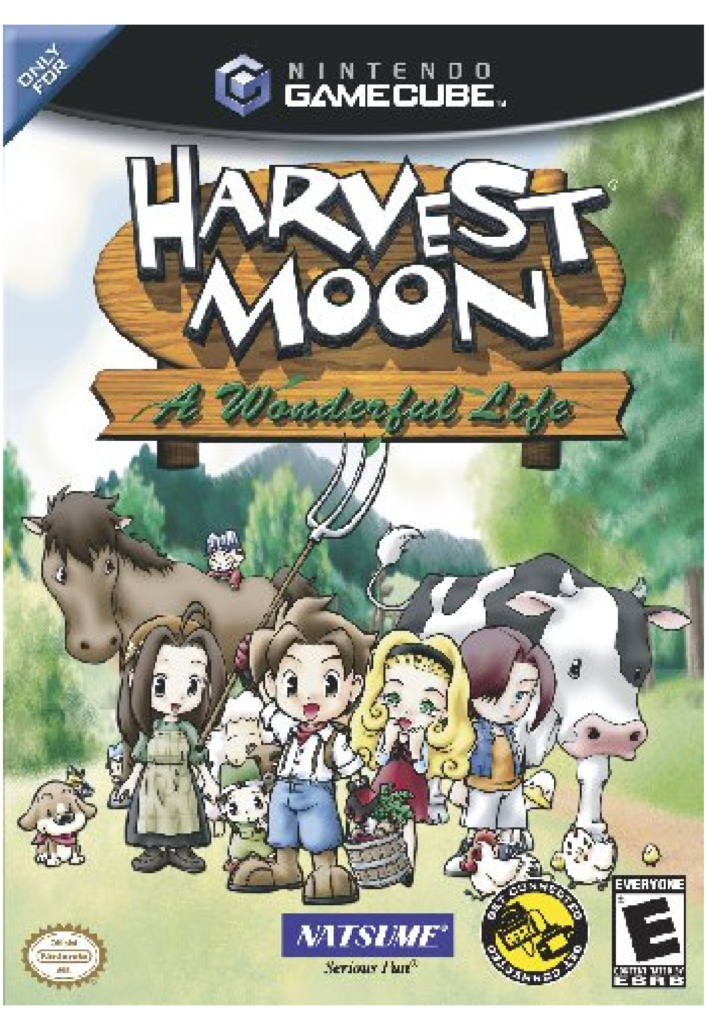
Thanks! This is great, budum!

### Fun Facts

- The animal-raising capabilities were expanded, making it possible to raise up to eight chickens and sixteen sheep or cows. Livestock allowed to graze outside on sunny days gained affection for the player.
- Cursed Tools made working in the farm (or digging in the mine) much faster, as they increased the area affected, but they came with a major drawback: the only way to unequip a Cursed Tool was by having it blessed or upgraded to a Blessed Tool.
- It was only possible to get married if you bought the Big Bed from the TV Shopping Network. And the only way to even witness an advertisement for the Big Bed was to purchase every item ever advertised on the television.
- Building on past linking abilities, *Harvest Moon: Friends of Mineral Town* could be linked with the GameCube title, *Harvest Moon: A Wonderful Life*, to unlock additional music tracks, spread gossip between the towns, learn new recipes, and gain a new Seaside Cottage.
- Nine hidden Jewels of Truth were scattered across the land, to be found by those who performed major feats. Once all nine Jewels of Truth were found, the player earned the Truth Gem, which displayed Stamina and Fatigue levels by fractions.



# Harvest Moon: A Wonderful Life



## Release Dates

| Platform | North America | Europe |
|---|---|---|
| GC | March 16, 2004 | March 2004 |

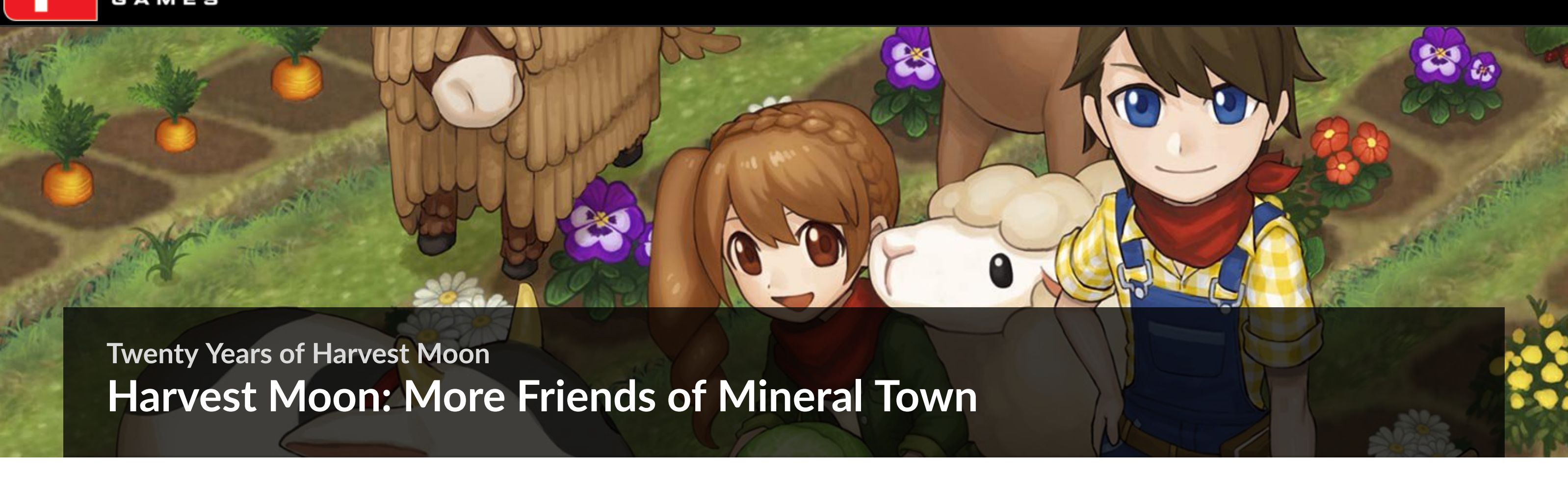
The first game in the series to come to the GameCube. As hinted at by the game's title, the developers still had many tricks up their sleeves. *Harvest Moon*: *A Wonderful Life* not only took players to a whole new setting, but on a journey that would span decades.

Though the setup was familiar—the player inherited his father's farm—the goal was far from ordinary. Rather than become a Ranch Master or save the farm from development, the player's goal was to live a rewarding life. *Harvest Moon*: *A Wonderful Life* spanned six chapters that included marriage, raising a son to be a man, and aging. As the years pass, the player and the townsfolk of Forget-Me-Not Valley age and, ultimately, die.

*Harvest Moon*: *A Wonderful Life* introduced an entirely new cast of characters, including new bachelorettes: Celia, Muffy, and Nami. Though the player could only have one child—and it was always a son—one of your tasks as a father was to help him decide a career path. Not every boy grew up to take over the farm; some wanted to be artists. Dutiful players couldn't focus only on their son, however, as it was possible for your wife to leave you in this game if she didn't receive enough attention. The game ended at any point after the first year in which the player found themself unmarried.

## Fun Facts

- By interacting with a two-headed plant named Tartan, players could fuse two seemingly unrelated crops together. Carrots and Strawberries yielded a Caberry. Melons and Potatoes gave rise to a Potamelo. These hybrid crops could be mixed again to yield even rarer combinations!
- Despite the wealth of changes, there were still only eight fundamental crops to be planted as seeds and five fruiting trees.
- This was one of the only games in the series not to have any annual festivals. But it did have goats!
- It was possible to connect this game with *Harvest Moon: Friends of Mineral Town* (on GameBoy Advance) to learn gossip and gain access to rare items.
- Though there were only seven tools in the game thanks to certain tasks no longer requiring them, many of the tools had as many as five different versions.



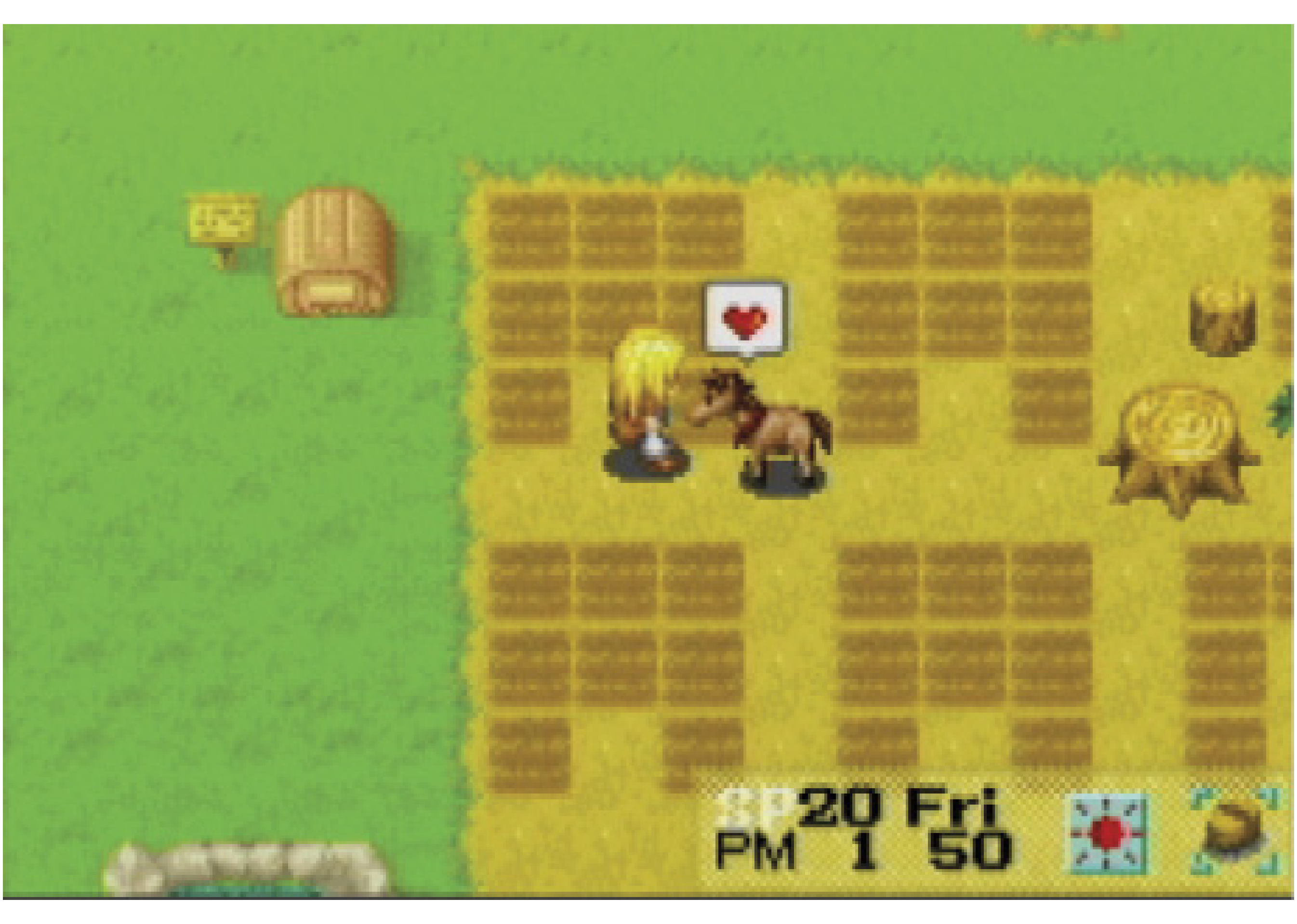
Twenty Years of Harvest Moon

# Harvest Moon: More Friends of Mineral Town

GAME BOY ADVANCE
ONLY FOR
HARVEST MOON
More Friends of Mineral Town
EVERYONE
E
Official Nintendo Seal
NATSUME

**Release Dates**

| Platform | North America | Europe |
|---|---|---|
| GBA | July 26, 2005 | — |



You must give your animals
fodder everyday.

As you may have guessed from the box art, *Harvest Moon: More Friends of Mineral Town* focuses around a female protagonist. Though much of the setting and gameplay remained largely unchanged from the original release eighteen months prior, the story was just one of several new features.

26 Sat
AM 8:50

Carter

I believe our sins are
forgiven when you desire
to confess for them.

Players took on the role of a young city-dwelling girl who, wanting to move to the countryside, decided to buy a farm she saw for sale in the newspaper. Thomas, the mayor of Mineral Town, was all too happy to welcome her to the village. A major new addition to the game gave players the ability to earn points toward a Farm Degree. By raising crops, fishing, cooking, and interacting with animals and villagers, the player could earn 100,000 points toward a special diploma!

Ann

We've got a room...
But you don't want to
stay, do you?

Duke

Thanks for helping out.
I've deposited your pay.

Chef

Today is my birthday!
Thank you, budum!

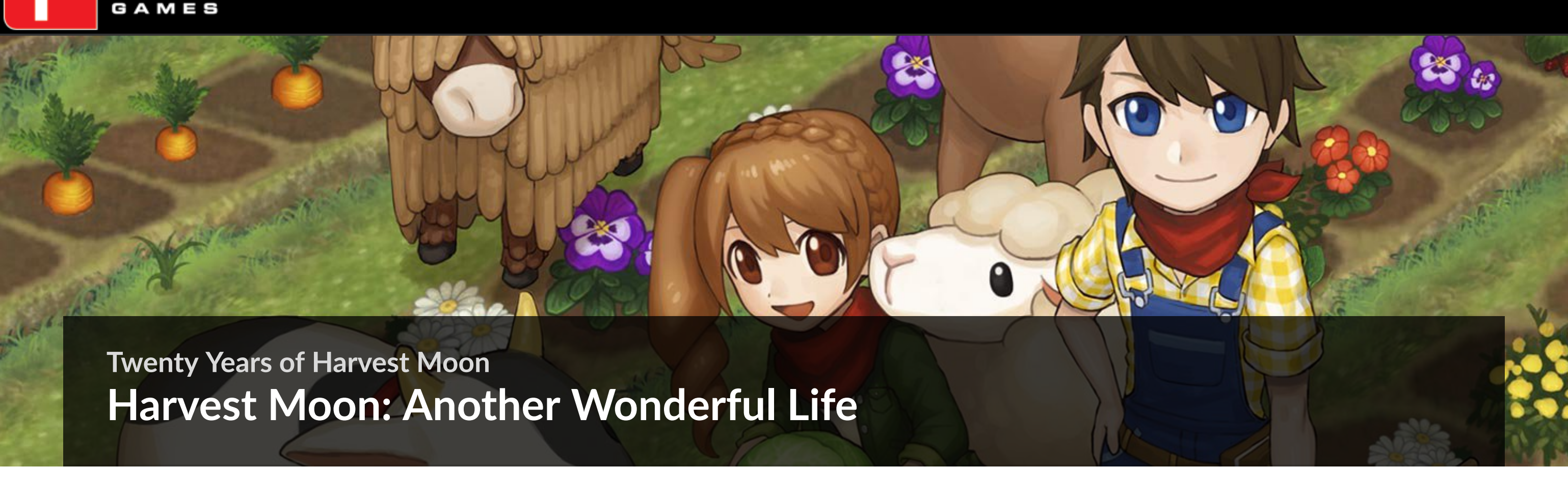
Putting the "more" in *Harvest Moon: More Friends of Mineral Town* was the ability for the player to marry not only any of the five previous rivals (now bachelors), but three new bachelors as well. Kappa, the Gourmet, and Won could also be married; however, only Won would move in with the player if married. It was possible to have a child after three seasons of marriage, but this time, the player had a daughter instead of a son.

Doctor

Wow, thanks!
You're so helpful to me.
I appreciate it!

## Fun Facts

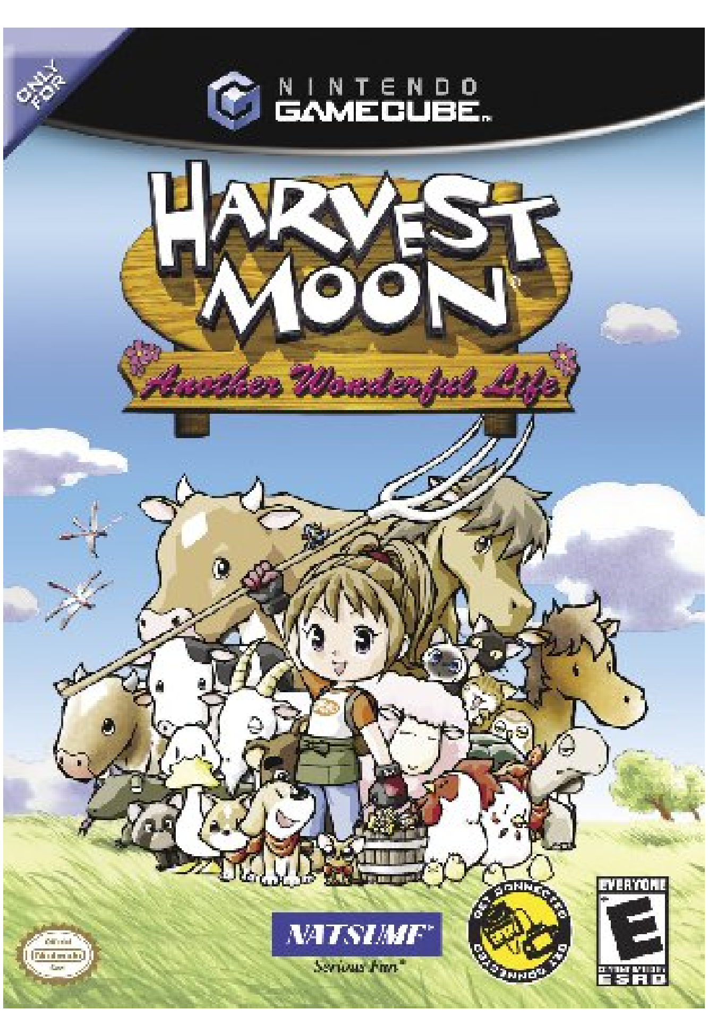
- The door-to-door salesman, Won, now bought items from the player, including items that couldn't be put in the Shipping Bin.
- Van, the traveling merchant from Forget-Me-Not Valley, sent items in the mail that could be sold to Won for huge profits. Van visited the farm on Wednesdays after the GameBoy Advance was linked with *Harvest Moon: Another WonderfulLife*.
- Players could now approach the mirror inside their house and change the color of their outfit.
- Seven collectible rings were added to the game. Finding them earned the player Heroine Points.
- Befriending Won didn't just earn the ability to buy rare items and sell to him; he also let friends play a special mini-game with him!



Twenty Years of Harvest Moon

# Harvest Moon: Another Wonderful Life

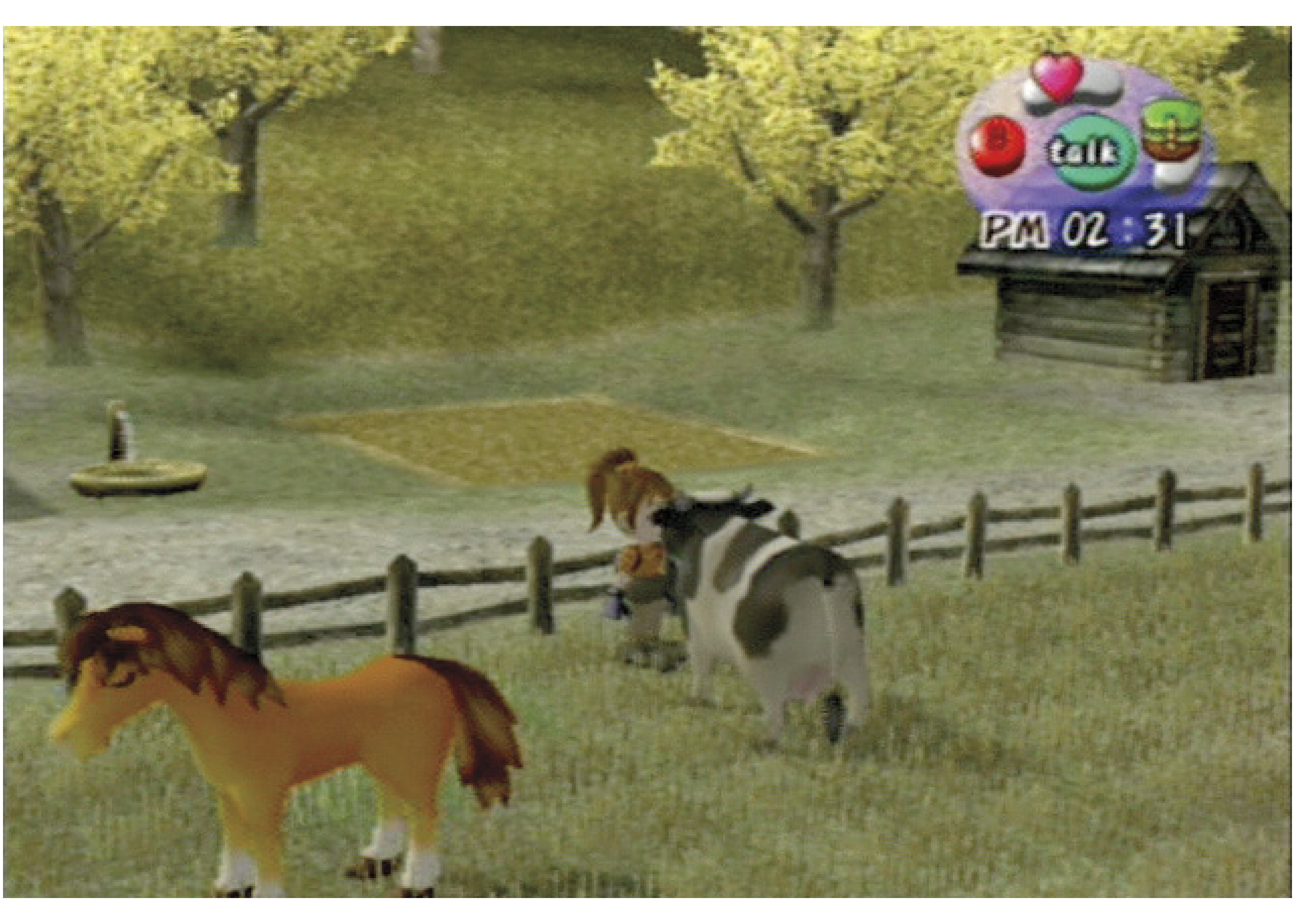
HARVEST MOON
Another Wonderful Life

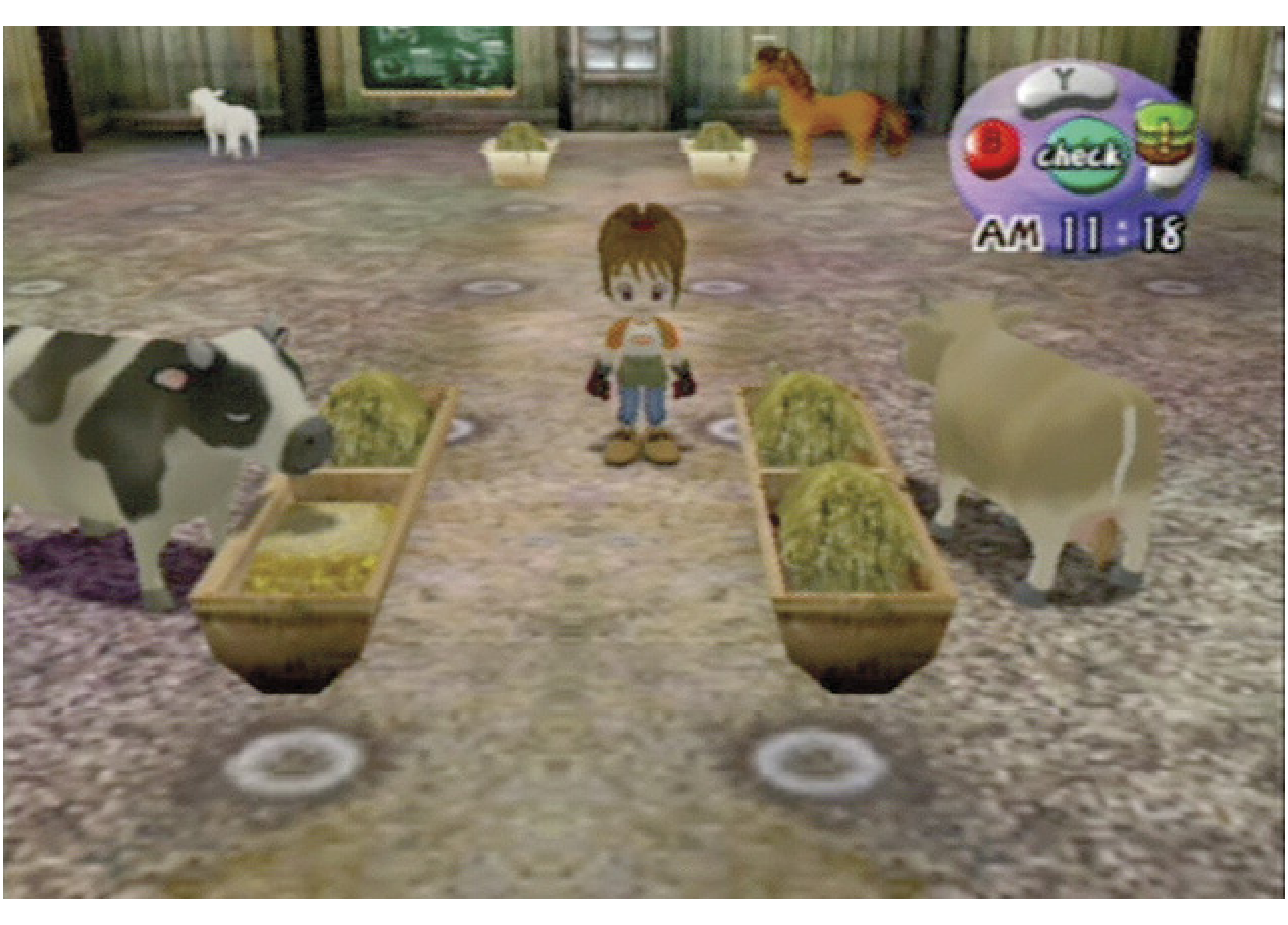


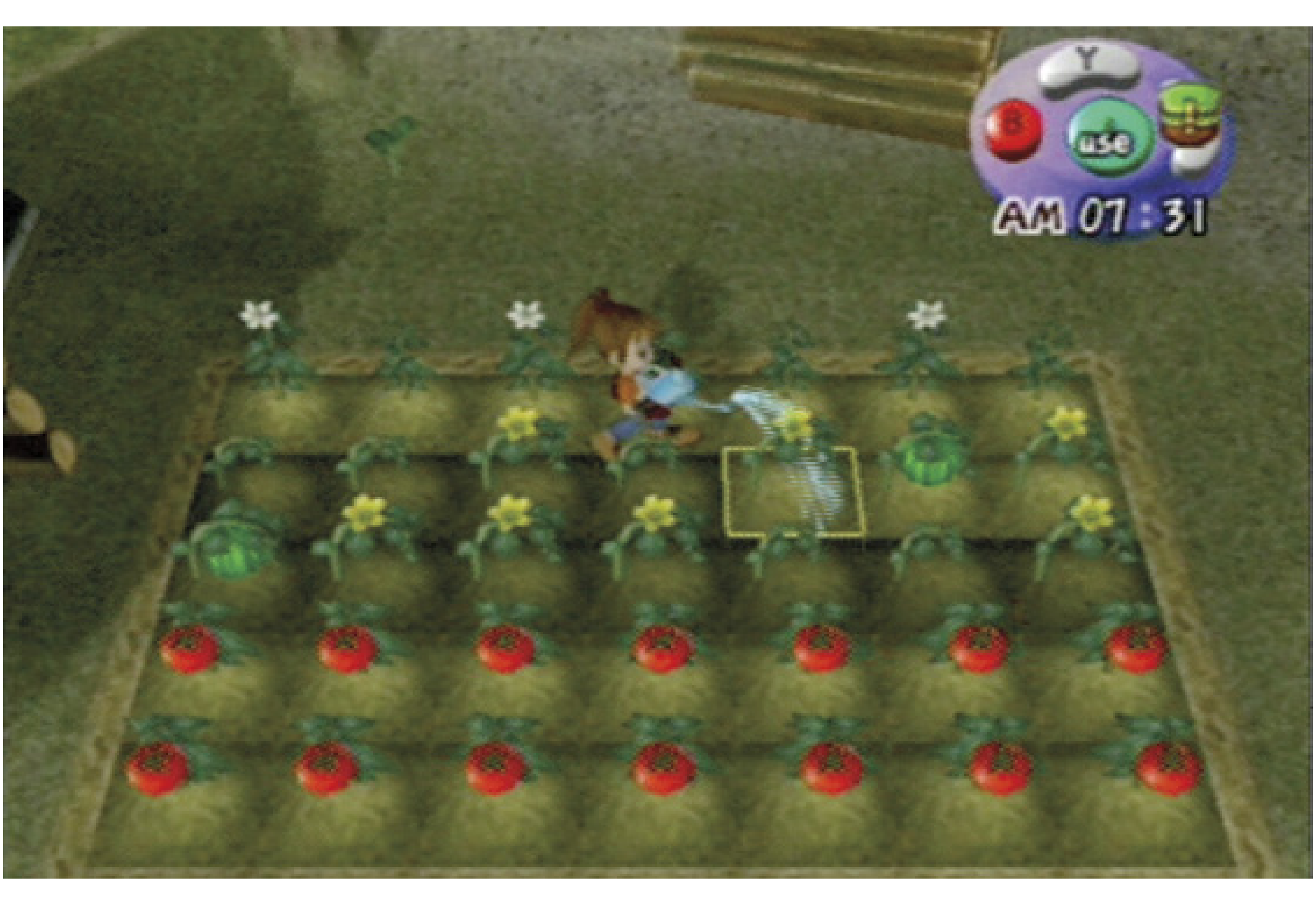
## Release Dates

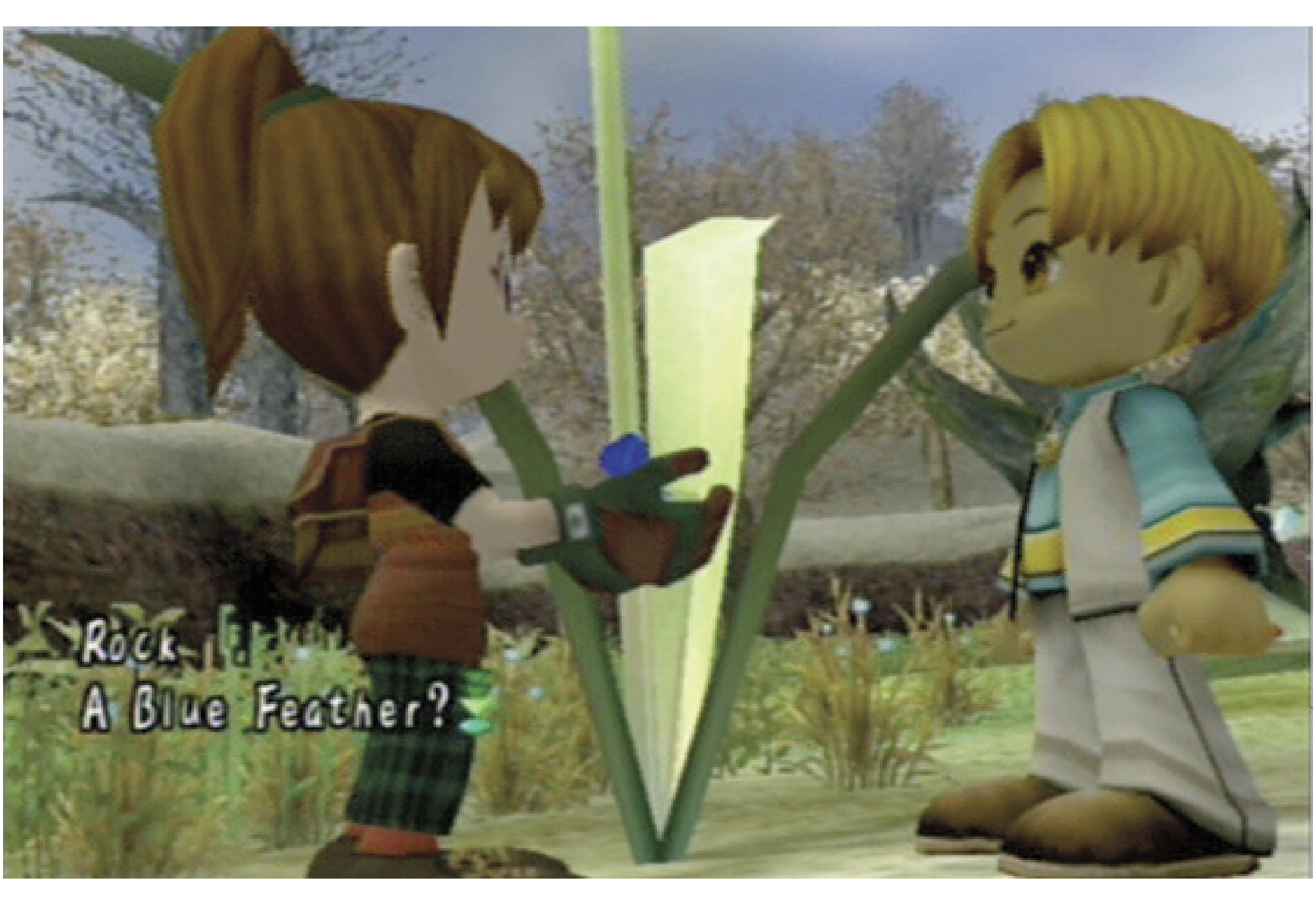
| Platform | North America | Europe |
|---|---|---|
| GC | July 26, 2005 | — |

Releasing roughly a year after its GameCube predecessor, Harvest Moon: *Another Wonderful Life* returned players to Forget-Me-Not-Valley, this time as a girl. As with More Friends of Mineral Town, this installment featured a number of slight tweaks beyond the gender of the character.

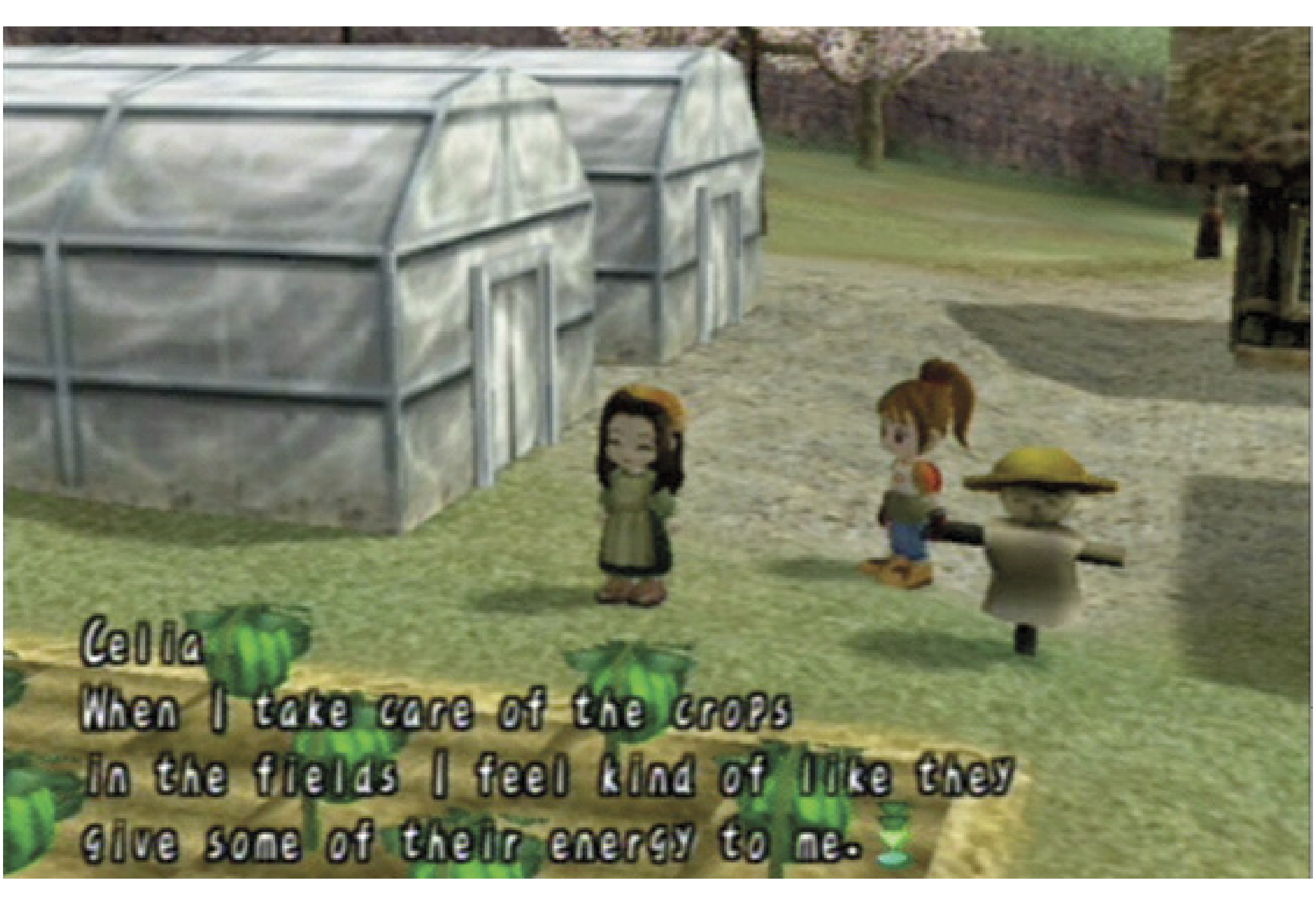






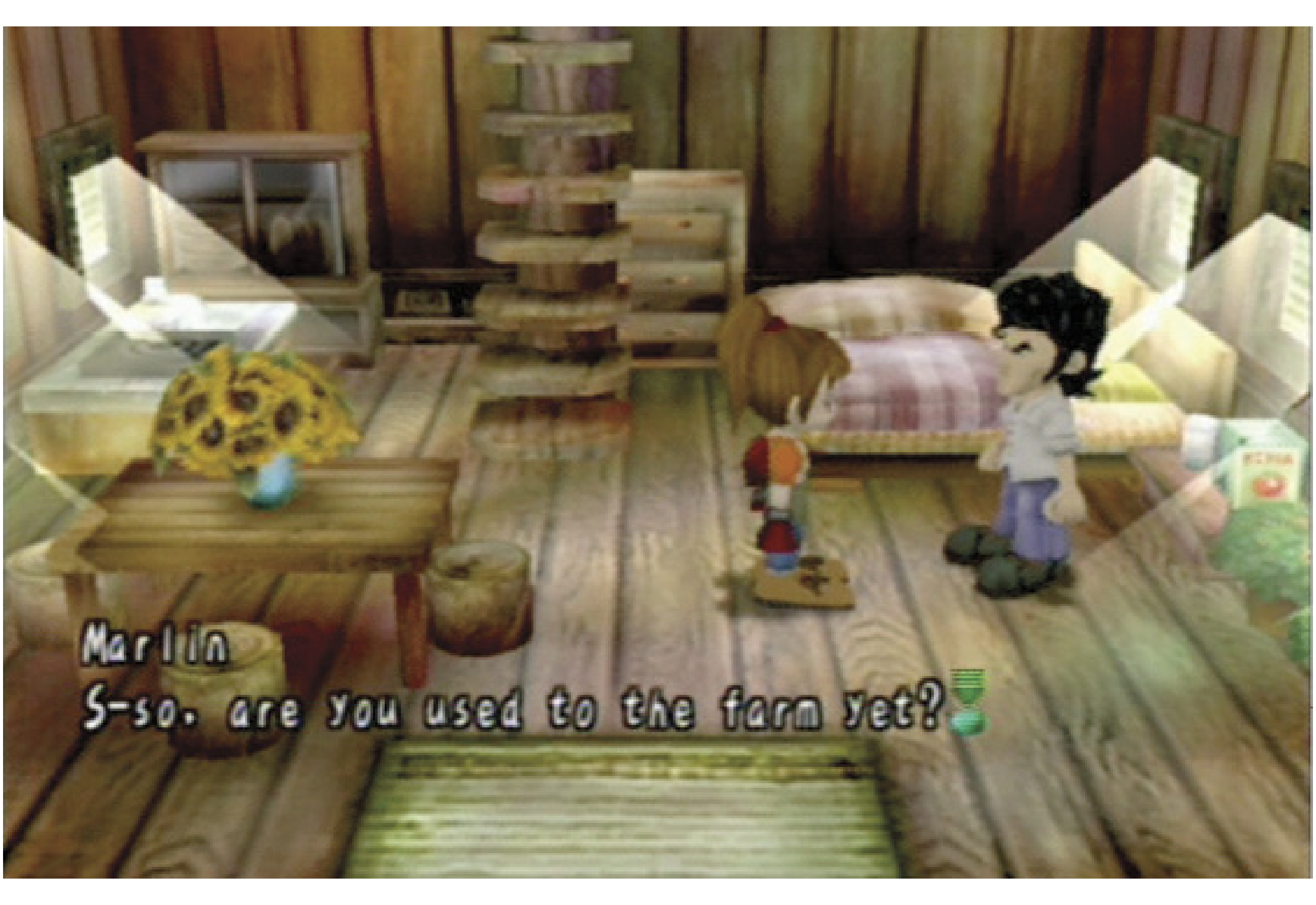


Rock
A Blue Feather?

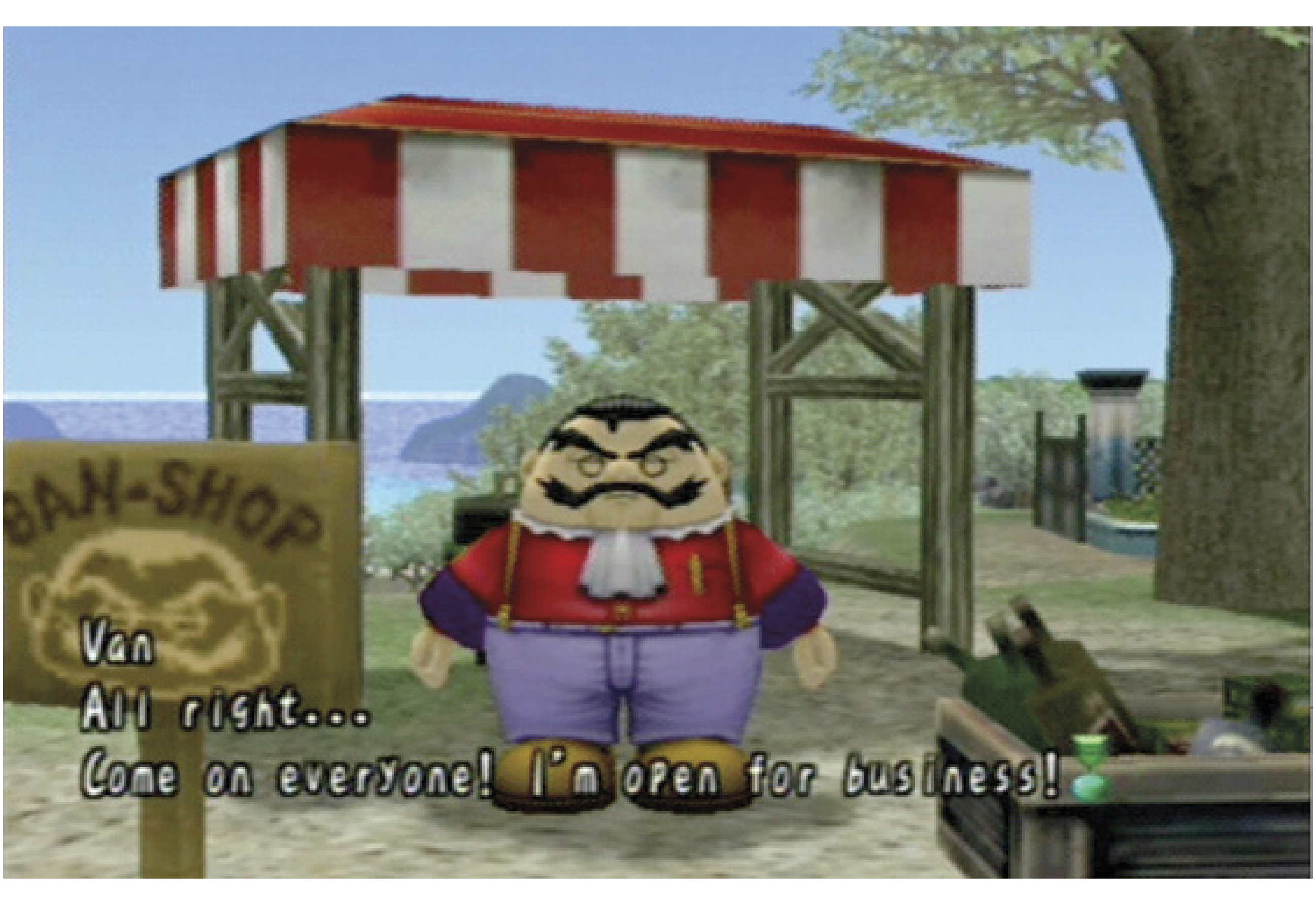


Celia
When I take care of the crops
in the fields I feel kind of like they
give some of their energy to me.

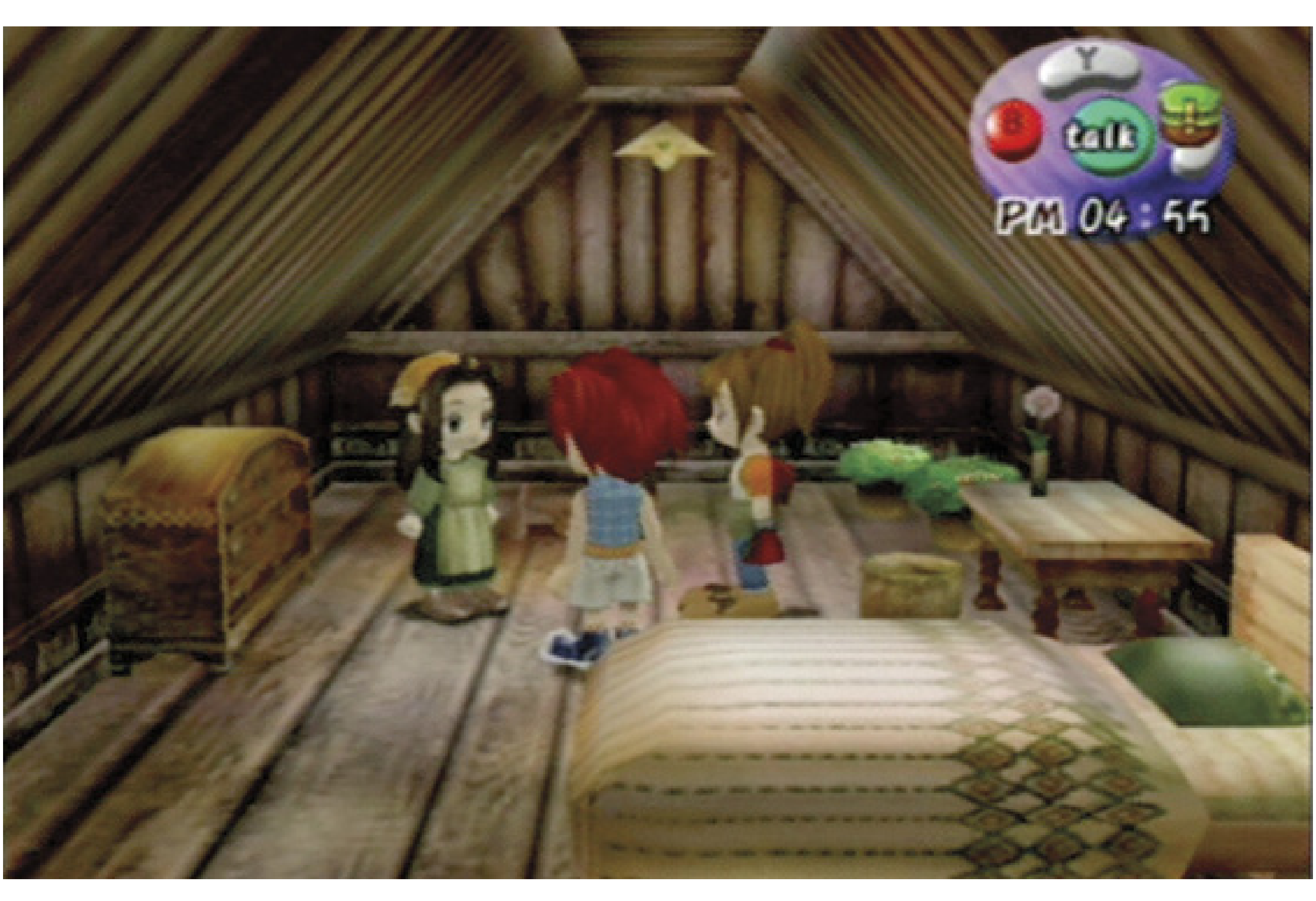
The biggest change brought to the game was a shortening of the life chapters. Each chapter took a single year of in-game time in the sequel. Players progressed from inheriting the farm, to marriage, to raising a son, to growing old in a span of six years. The player's father's friend Takakura was along to narrate the events and provide guidance.



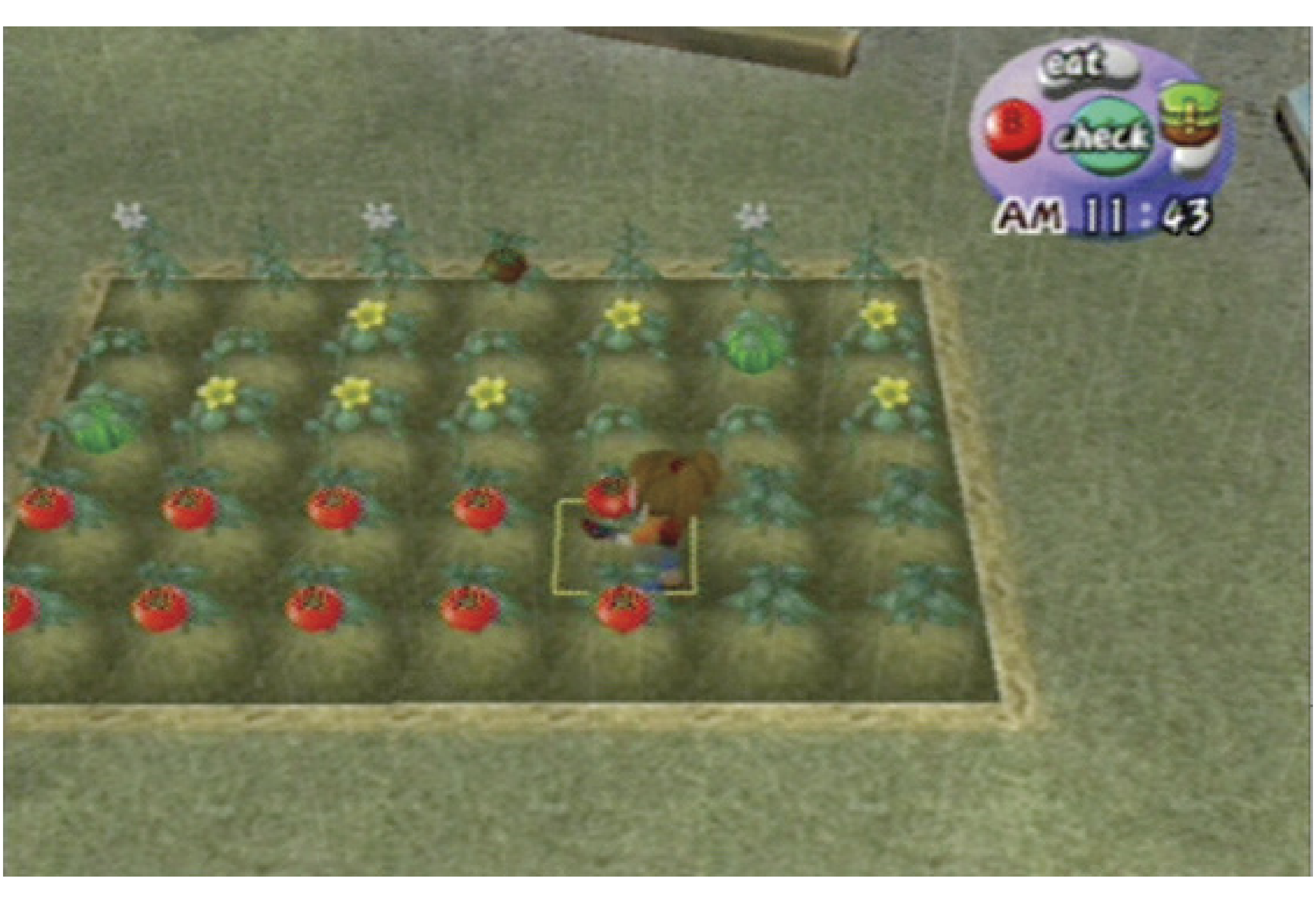
Marlin
S-so, are you used to the farm yet?

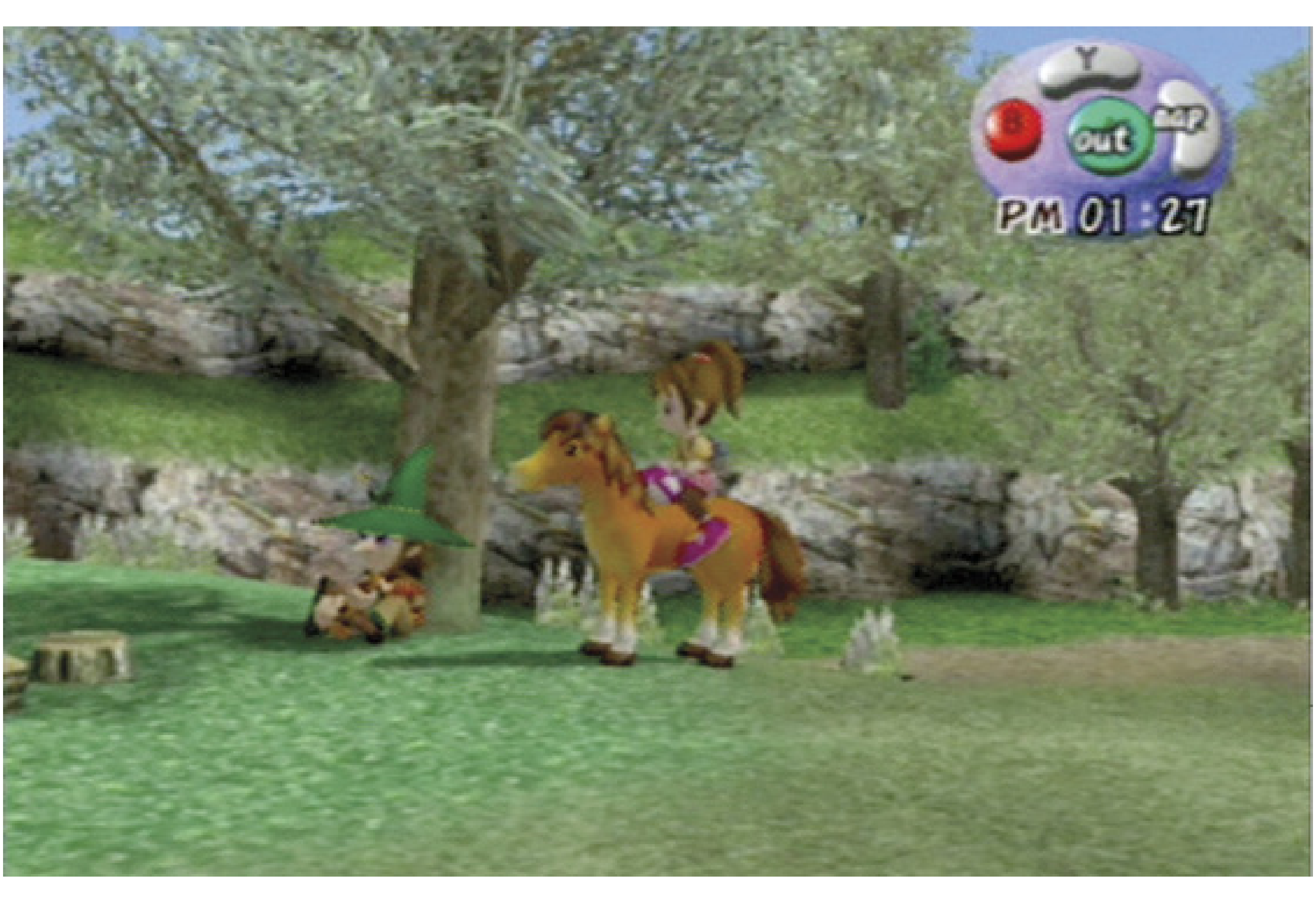


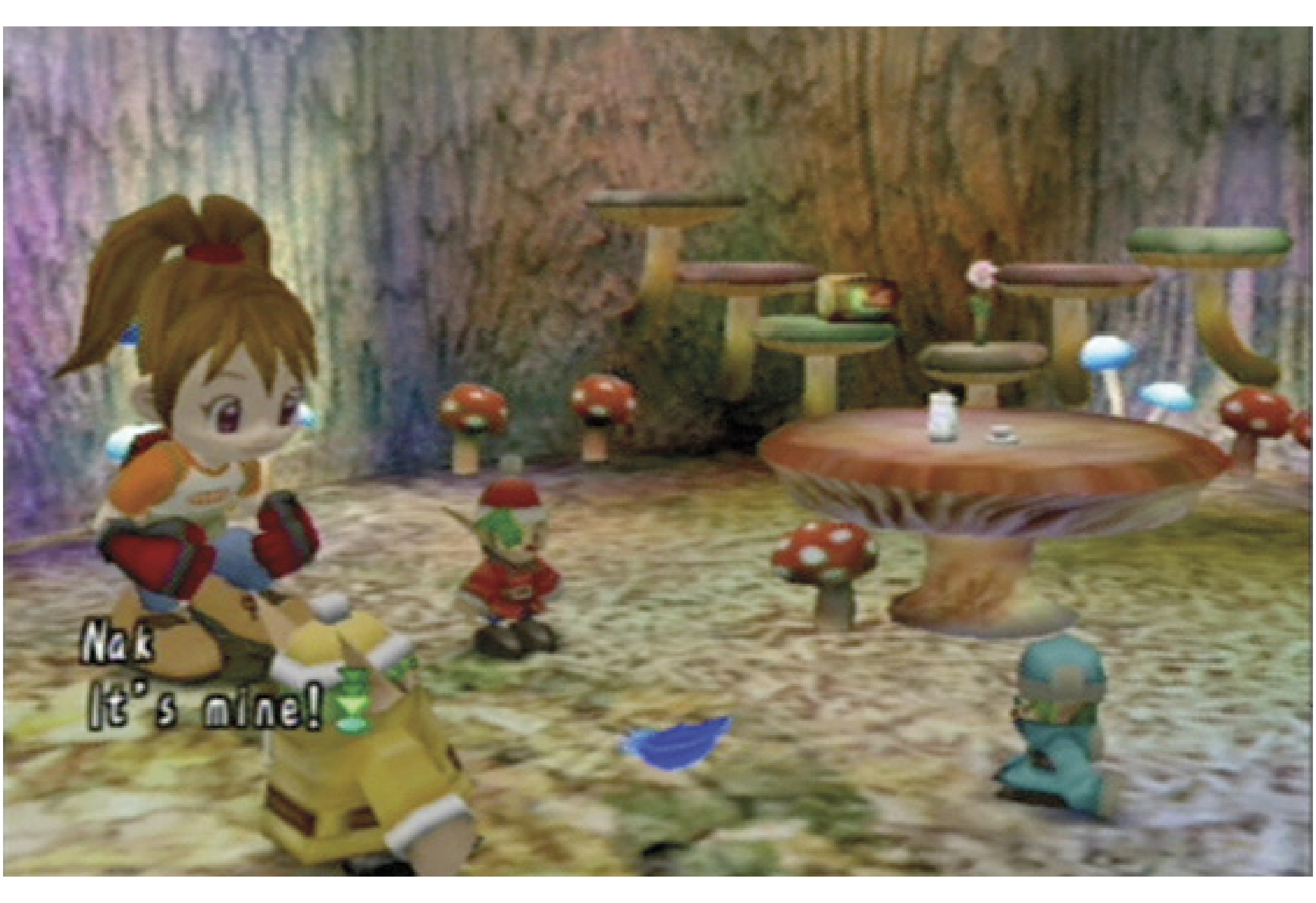
Van
All right...
Come on everyone! I'm open for business!



Playing as a woman who would start a family and grow old on her farm naturally required the inclusion of several bachelors. Players could court and marry one of three available men: Gustafa, Rock, or Marlin. Each of the men had a rival players needed to compete with to win the affection of their desired mate.



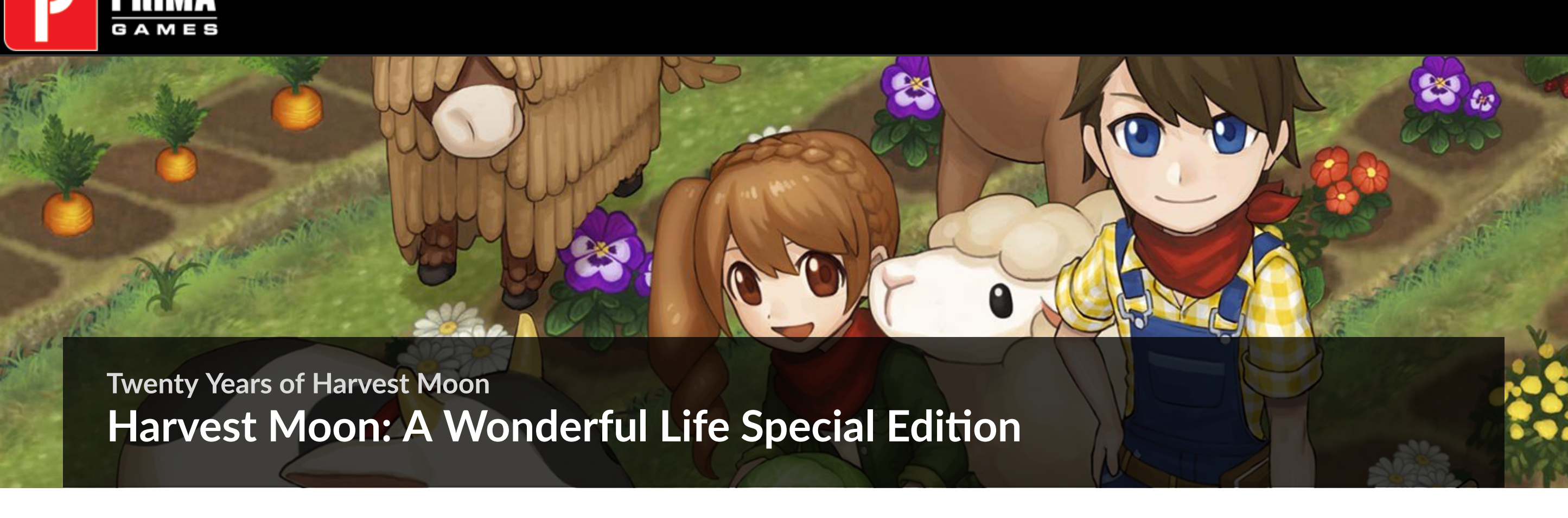




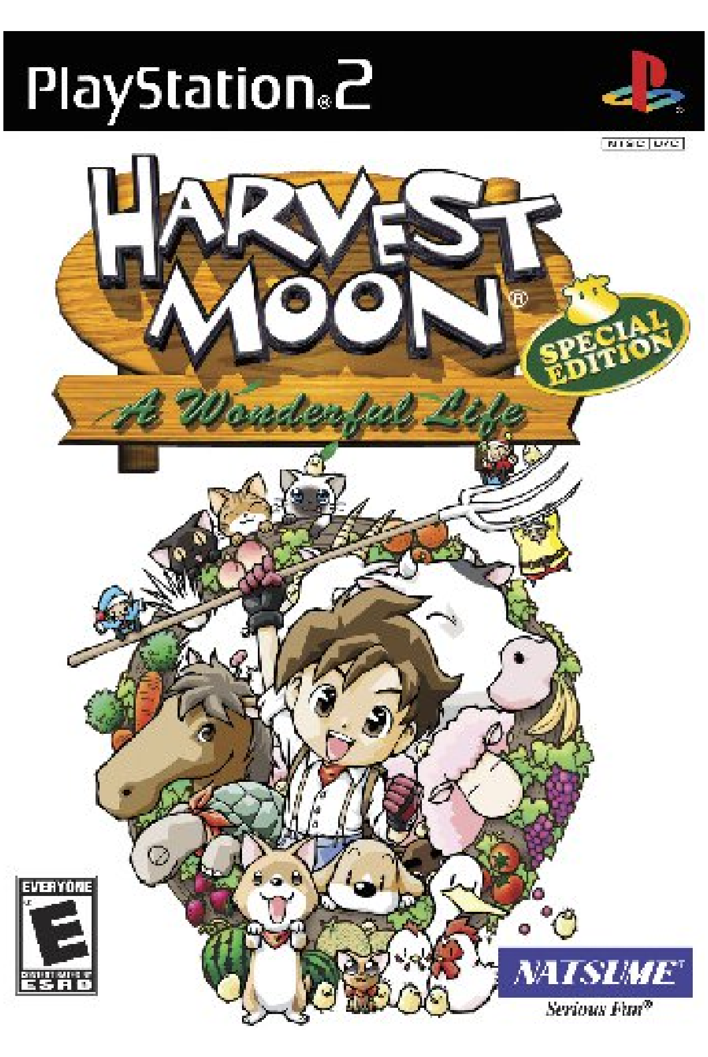
Nak
It's mine!

## Fun Facts

- It was only possible to have a son in this version of the game, but the child behaved differently based on whose son it was. Rock's son, for example, was the most outgoing and least likely to inherit the farm.
- Players could find each of the bachelors' diaries inside their bedrooms, sometimes in the couch cushions or on a table.
- It was possible to connect with *Harvest Moon: More Friends of Mineral Town* on the GameBoy Advance. To do so, players had to make an offering to the Harvest Goddess in Forget-Me-Not Valley.
- The shortening of the individual stages of life (the chapters) increased replayability of the game and made it more likely for players to experience marriage with each of the three bachelors.
- The female perspective added to the game brought with it many new dialogue choices and several new items for players to discover.



# Harvest Moon: A Wonderful Life Special Edition


PlayStation.2
HARVEST MOON
SPECIAL EDITION
A Wonderful Life
EVERYONE
E
ESRB
NATSUME
Serious Fun

## Release Dates

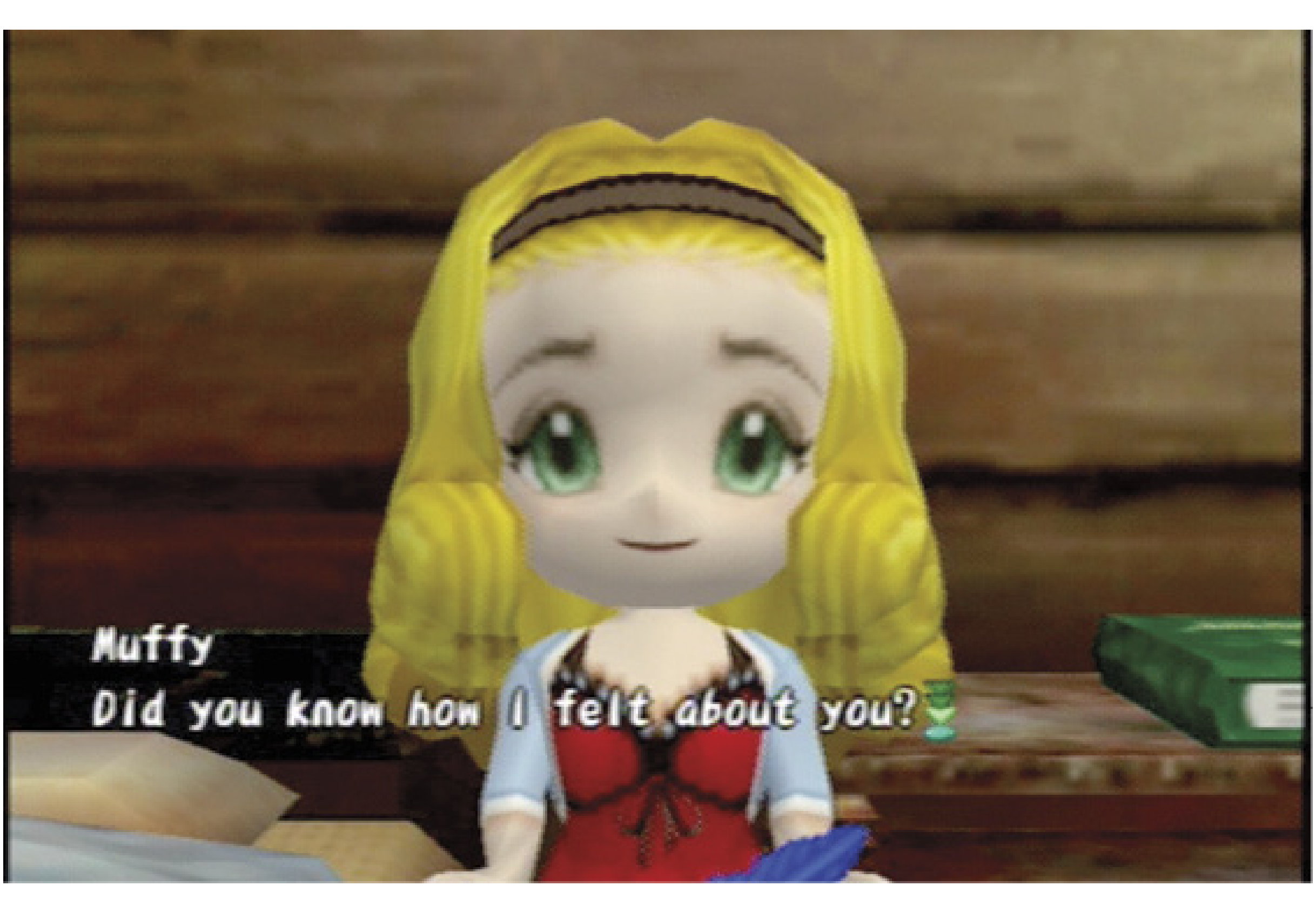
| Platform | North America | Europe |
|---|---|---|
| PS2 | October 27, 2005 | November 2005 |

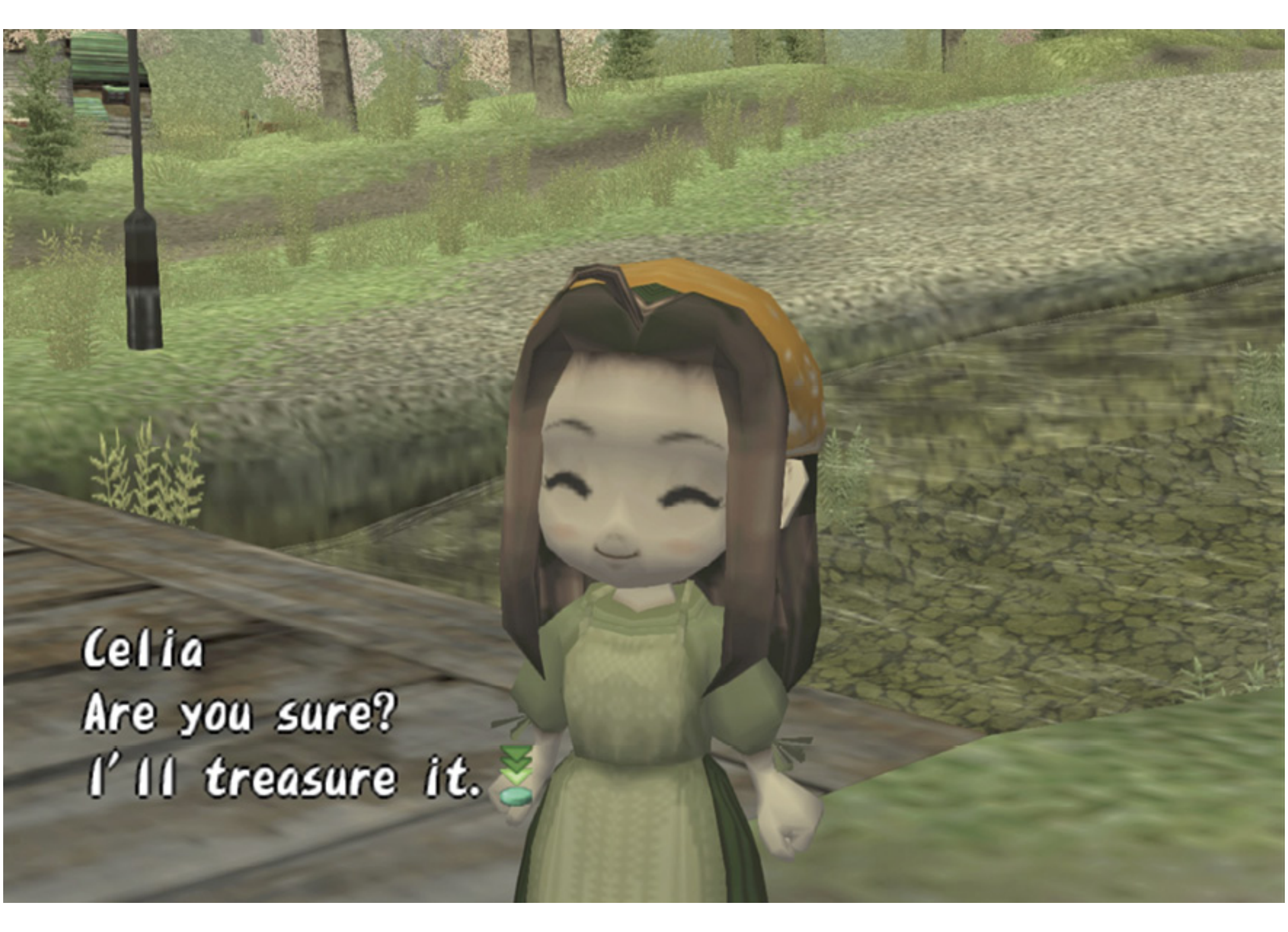
The popular GameCube installment came to the PlayStation 2 in 2005 in the form of a Special Edition. This edition added several new enhancements to the original version of *Harvest Moon: A Wonderful Life*, while borrowing the condensed chapters from the sequel.

Put Down
AM 07:36

The most significant change to the gameplay was the addition of a fourth bachelorette. Lumina, a character originally intended for your son to potentially fall in love with in the original game, became old enough to pursue for marriage. In addition to being able to marry Lumina, it was also now possible to have a daughter instead of a son, though this required asking Mr. Potts to grant you a wish 100 times during Chapter 1.

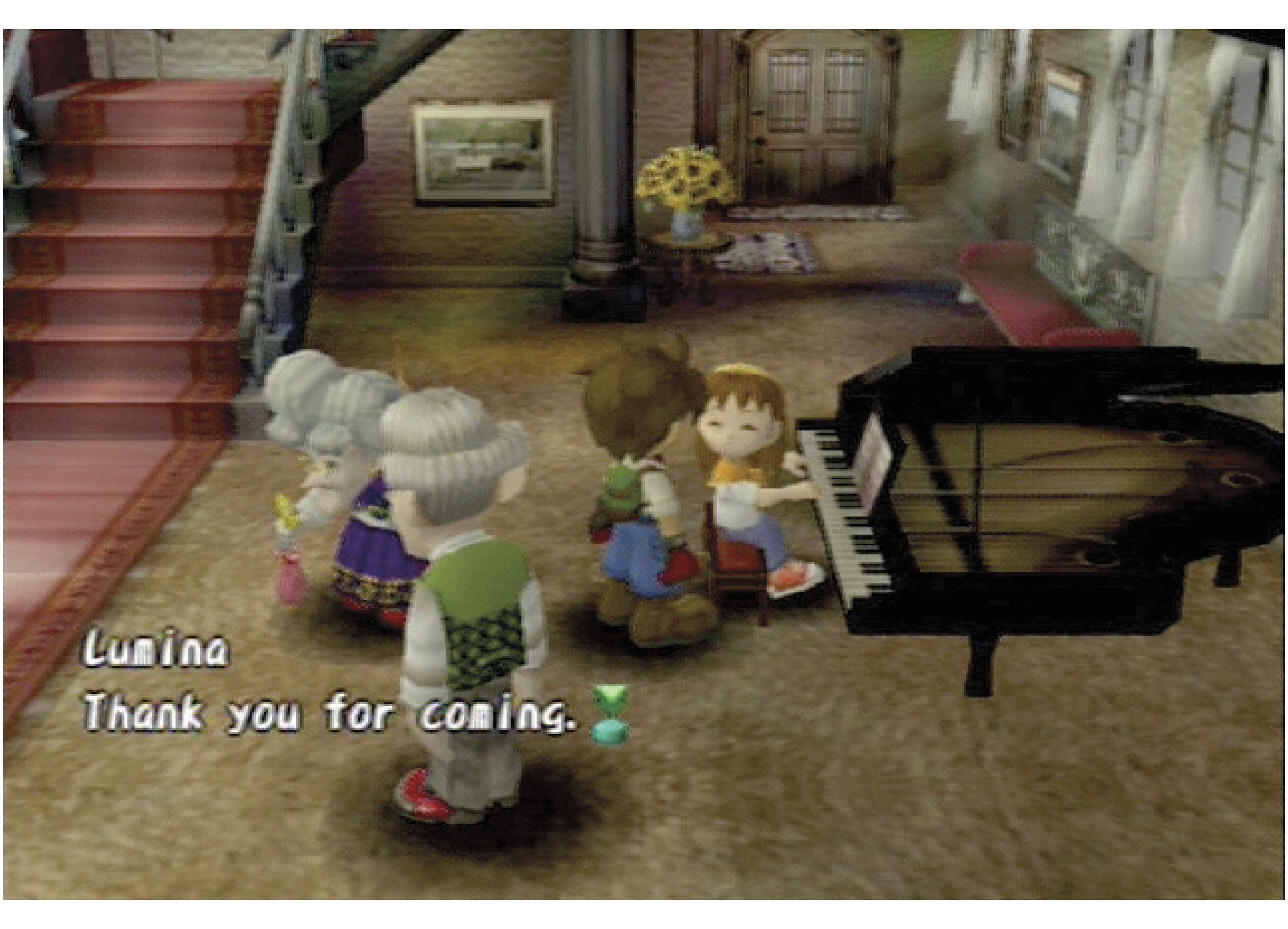
Fishing
AM 10:39

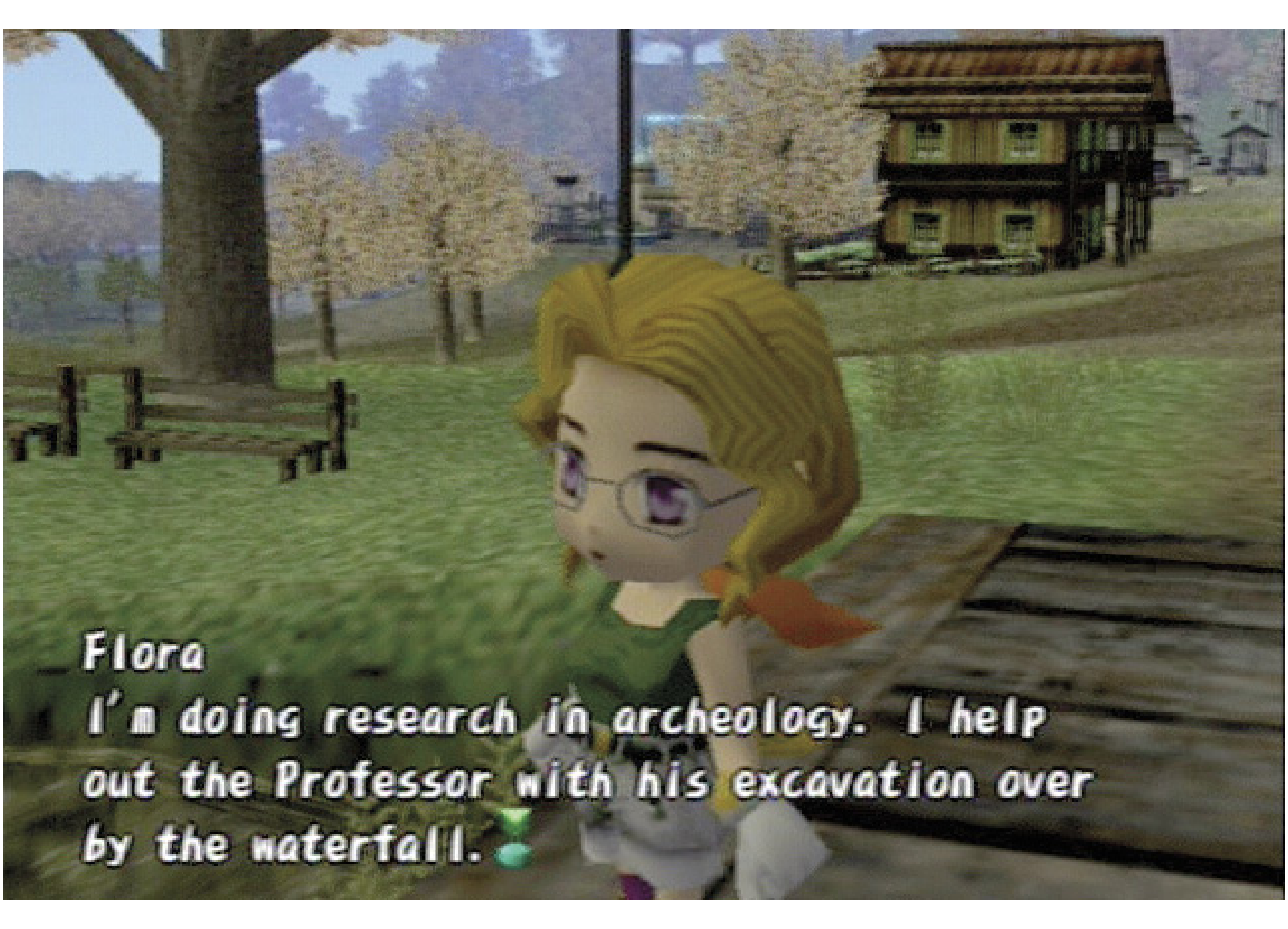

Muffy
Did you know how I felt about you?

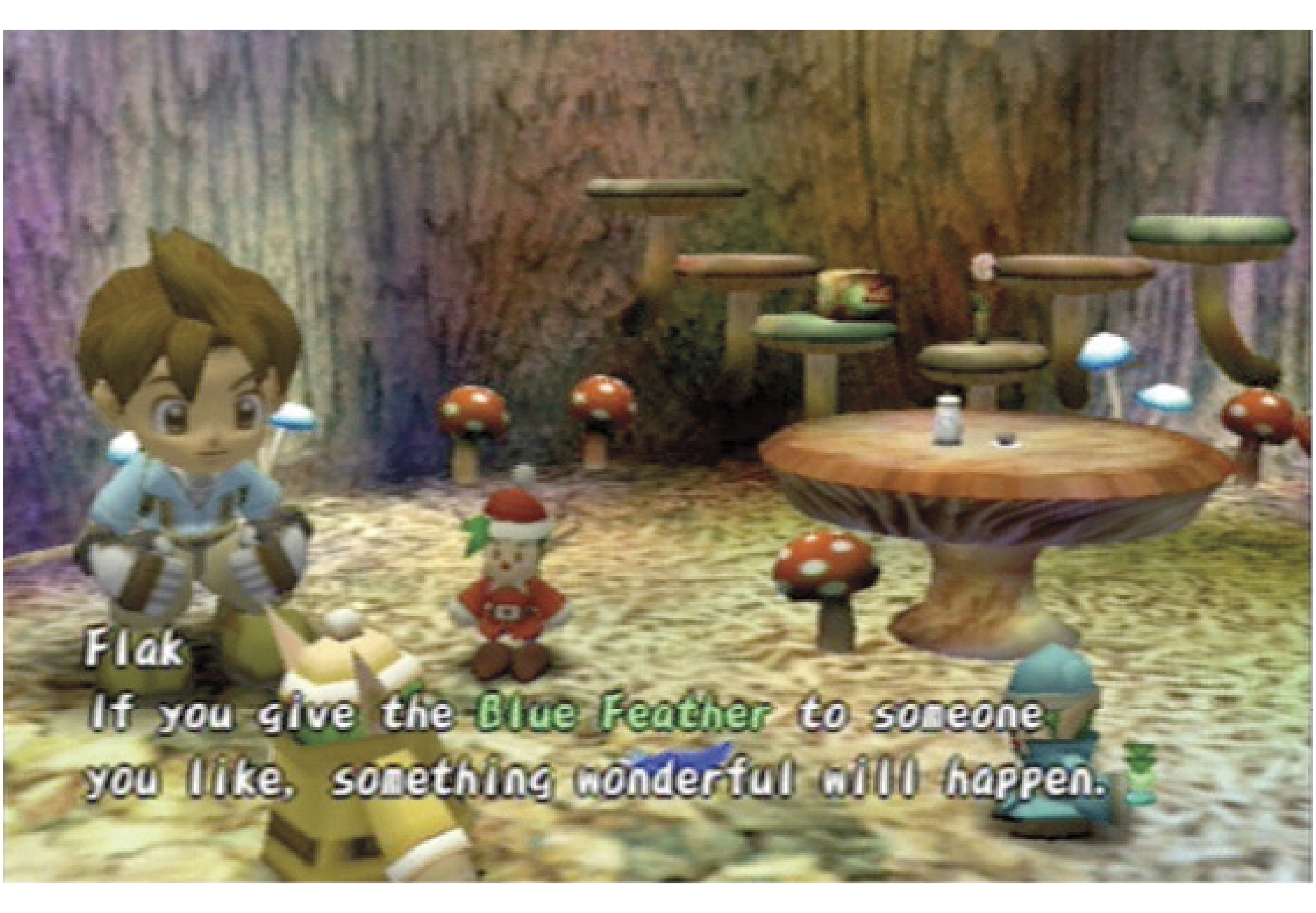

Celia
Are you sure?
I'll treasure it.

Fishing
PM 00:14

Another key enhancement was the addition of Heaven mode, which allowed players to continue playing in a free-play mode after completing the sixth chapter.

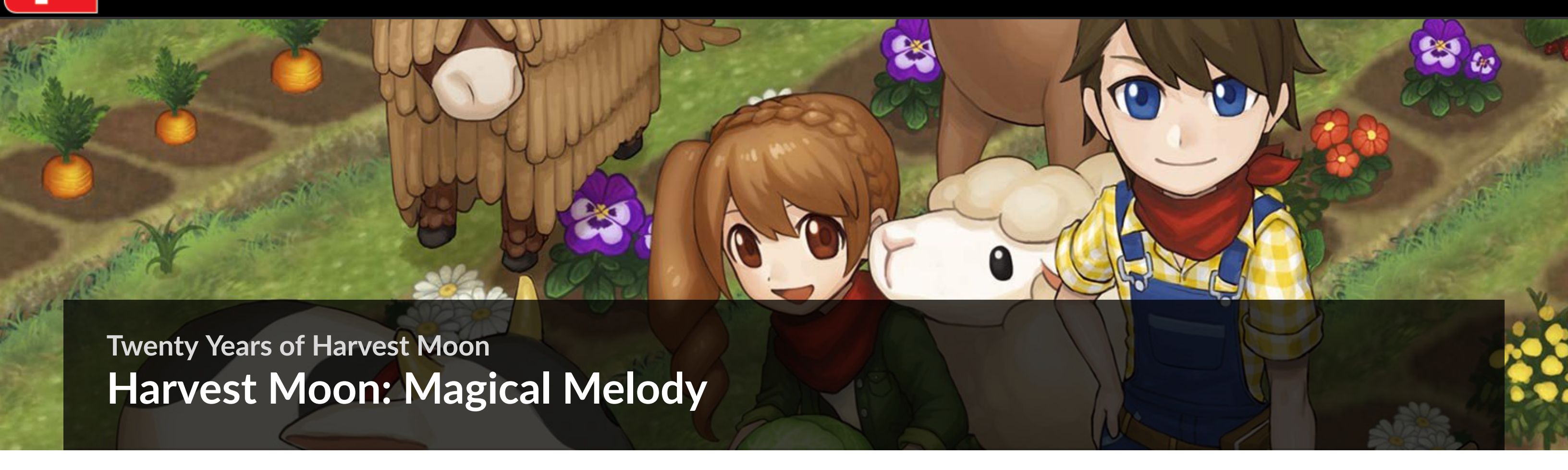

Lumina
Thank you for coming.


Flora
I'm doing research in archeology. I help out the Professor with his excavation over by the waterfall.


Flak
If you give the Blue Feather to someone you like, something wonderful will happen.

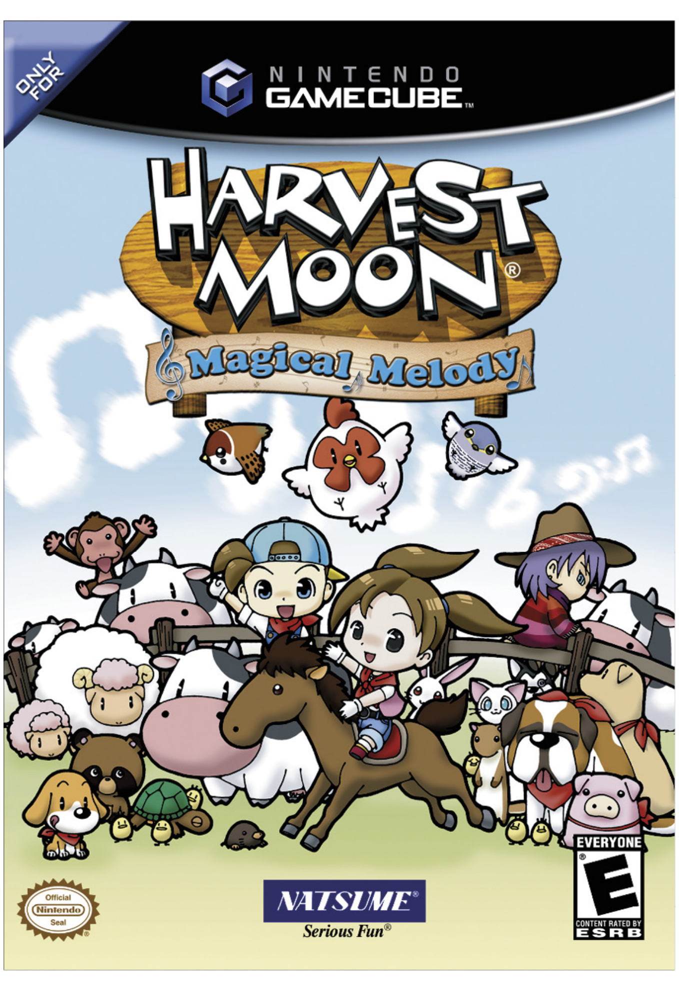
## Fun Facts

- It was now possible to sell your goat once mature. Grass for grazing had to be fertilized if you wanted to allow your animals outside.
- The character's outfit changed throughout the stages of life, and the character's wife's clothing also changed if the player had a daughter.
- Wardrobe changes weren't limited to the humans! Even the horse could come in different colors and patterns.
- Mukumuku, the snowman-like creature that appeared in the winter, looked different in the PS2 version of the game. Befriending him now earned players the "Joy of Fall" record.



Twenty Years of Harvest Moon

# Harvest Moon: Magical Melody

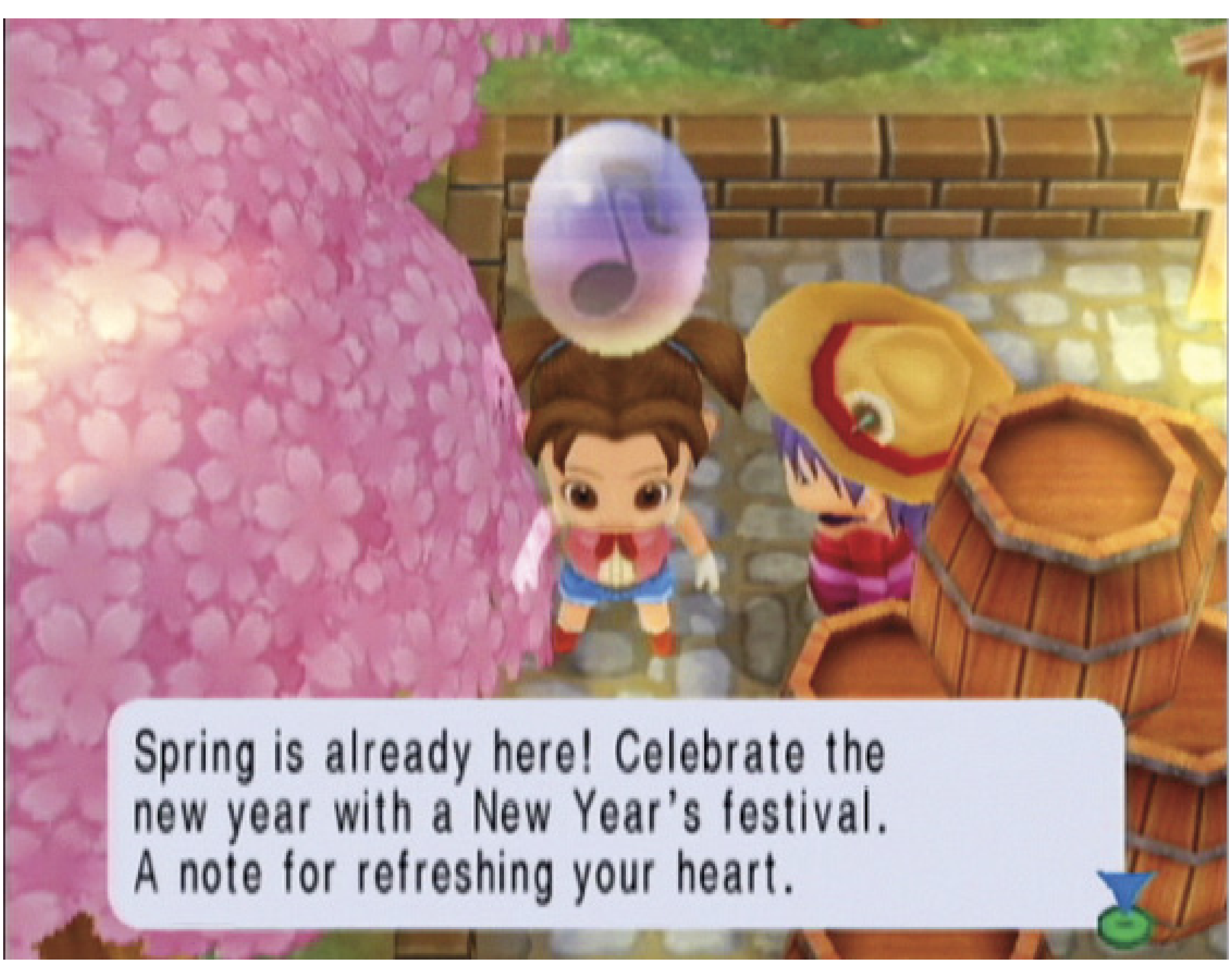


Wii
HARVEST MOON
Magical Melody
EVERYONE E
NATSUME Serious Fun

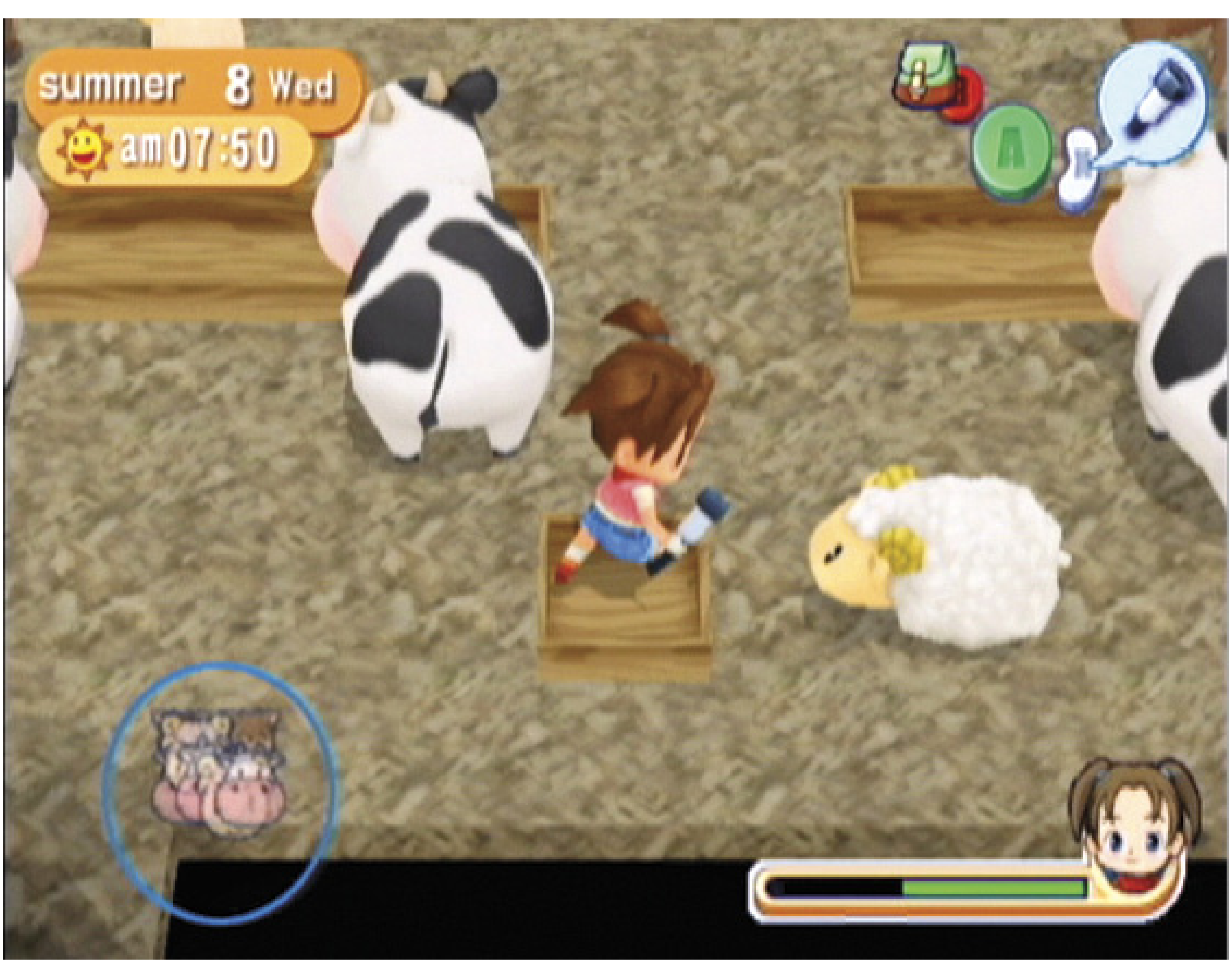
## Release Dates

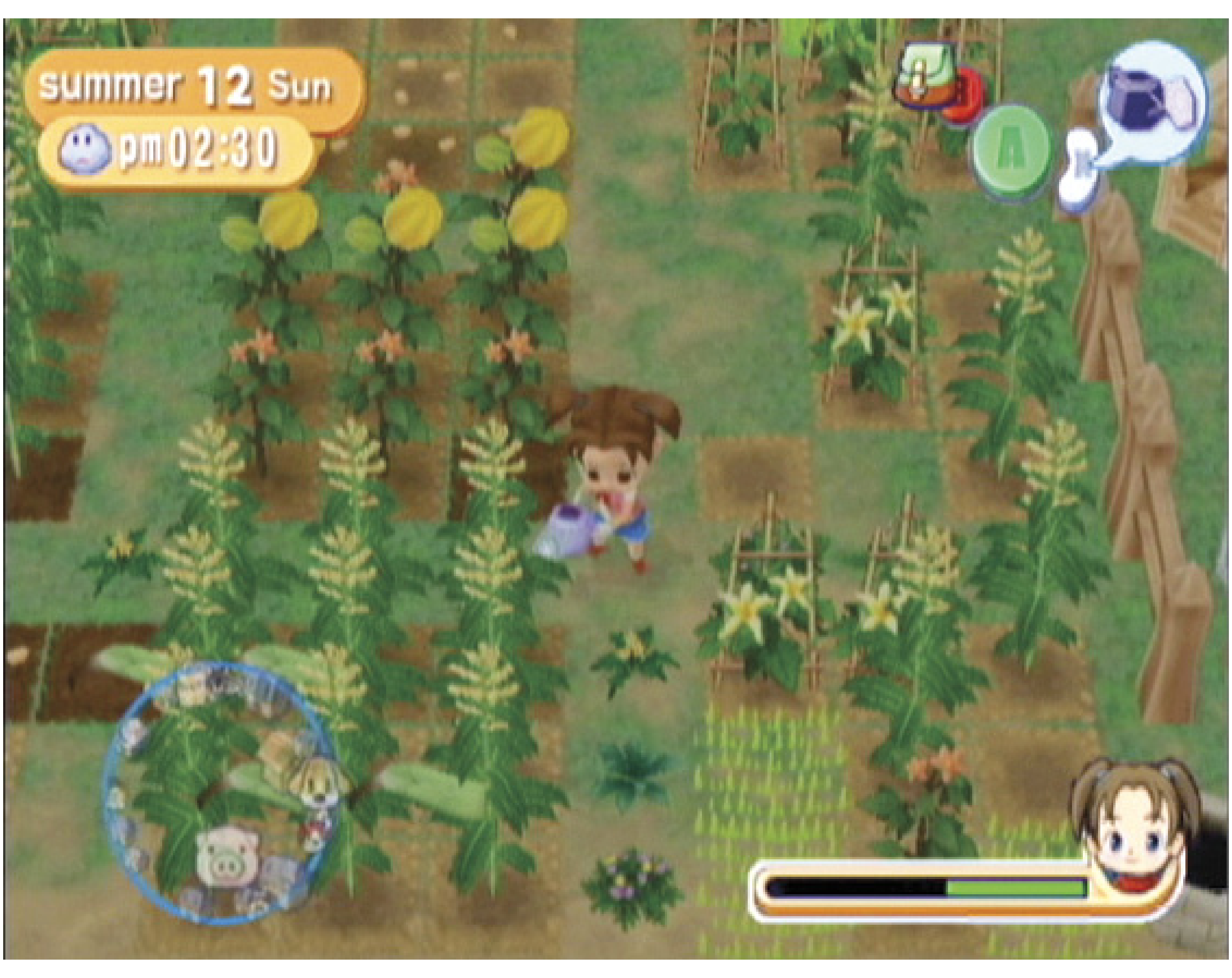
| Platform | North America | Europe |
|---|---|---|
| GC | March 28, 2006 | – |
| Wii | August 25, 2009 | March 14, 2008 |

Harvest Moon: *Magical Melody* released in North America after receiving several enhancements from its Japan release. Though the GameCube release was canceled for PAL markets, it eventually came to Europe and beyond on the Nintendo Wii, two years later. However, the Wii version of the game didn't allow for the selection of a female character.

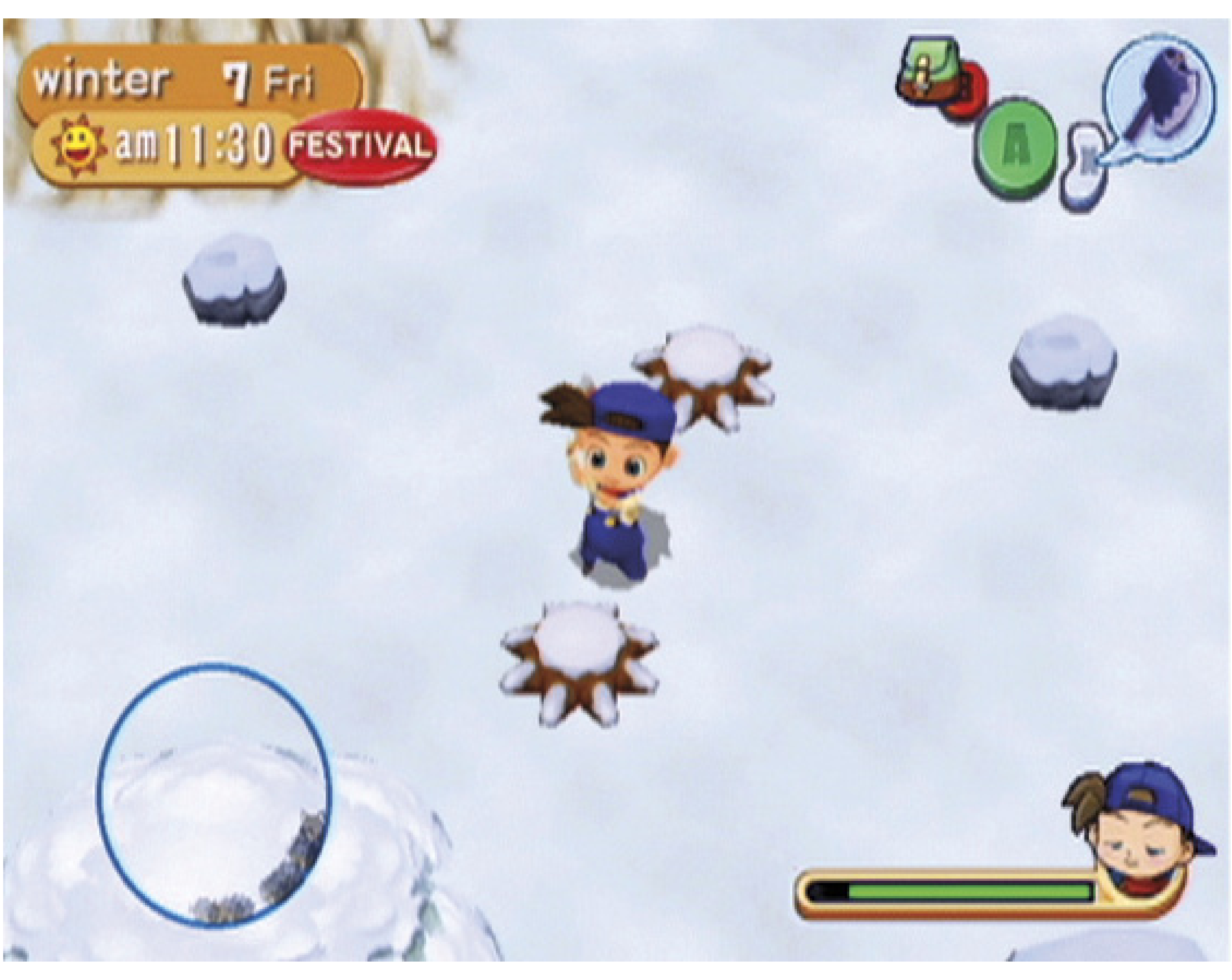


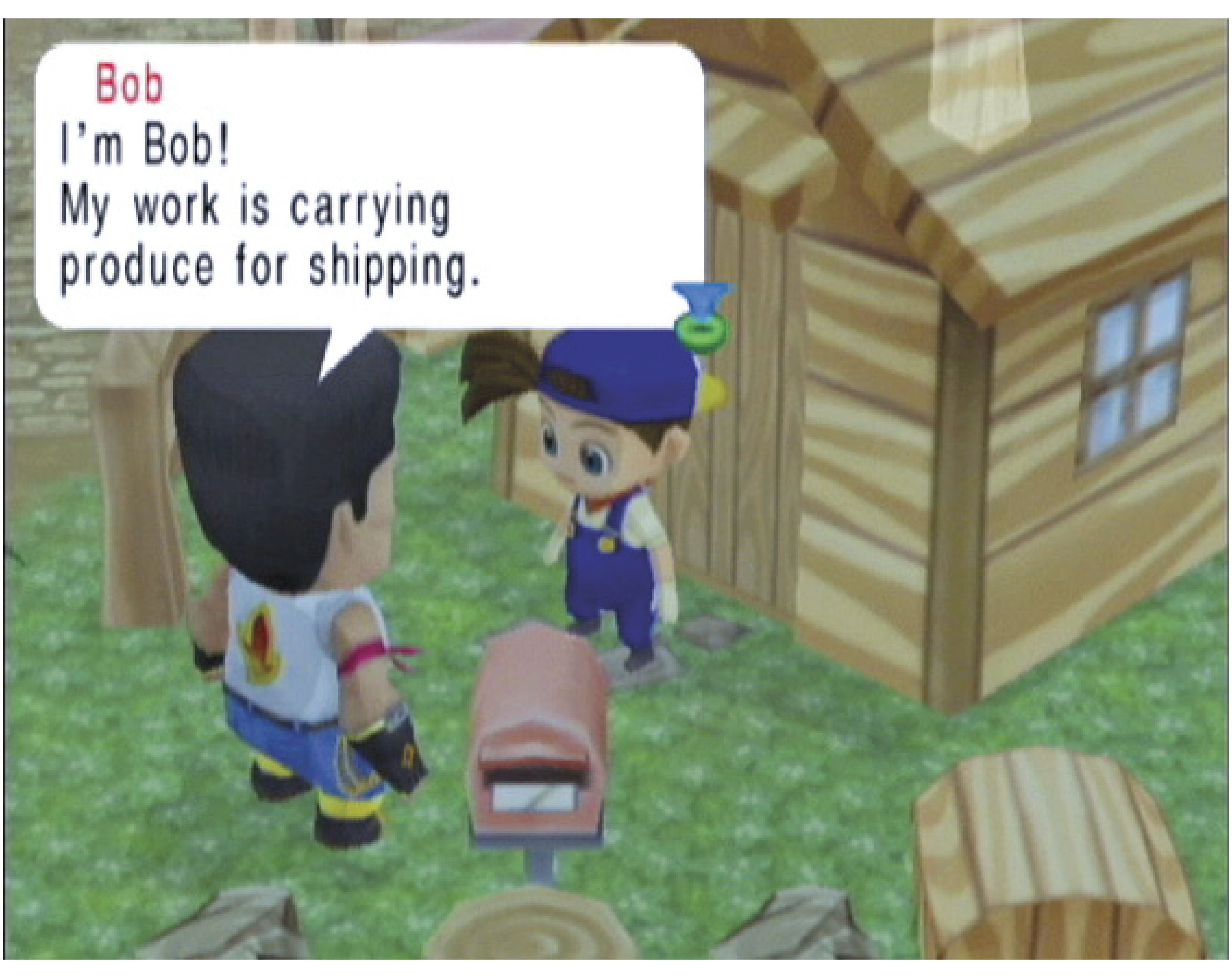
Spring is already here! Celebrate the new year with a New Year's festival. A note for refreshing your heart.





Unlike most prior games in the series, the player's primary goal in Harvest Moon: *Magical Melody* was to resurrect the Harvest Goddess by collecting at least fifty of the 100 Musical Notes scattered throughout the land. The Harvest Goddess had grown disappointed in the villagers' disregard for her and had turned herself to stone. Now it was up to you—as requested by the Harvest Sprites—to awaken her.



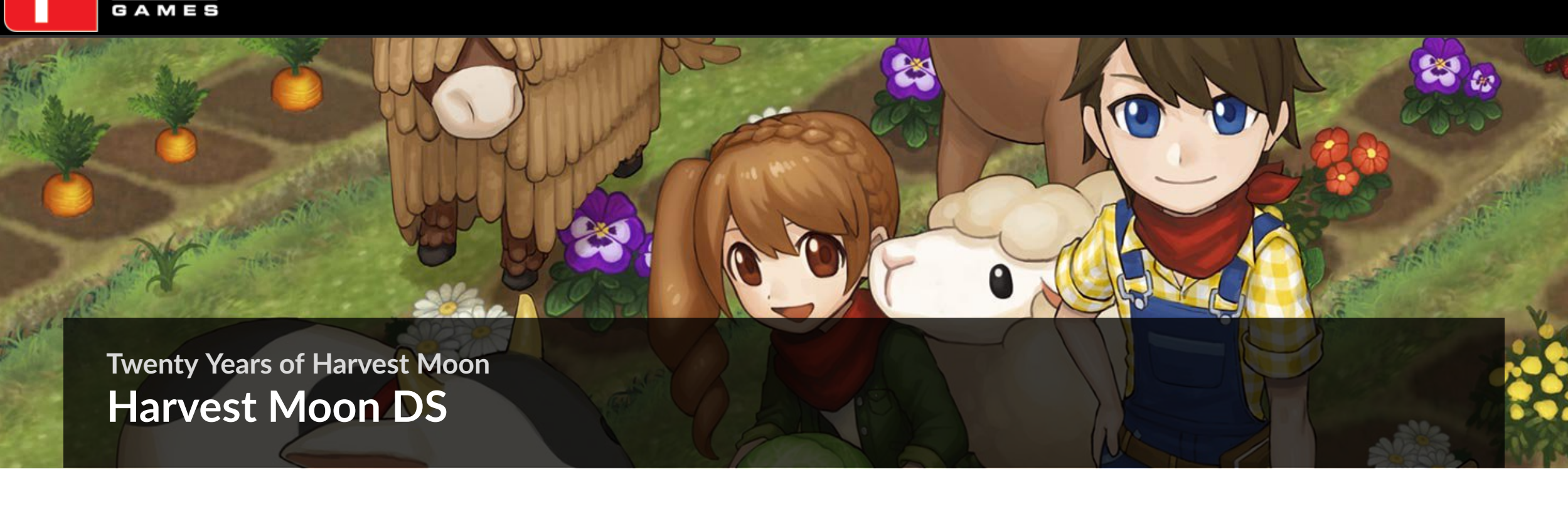


Bob
I'm Bob!
My work is carrying produce for shipping.

Harvest Moon: *Magical Melody* was bursting with content. Not only could players choose their gender at the onset of the game, but both male and female characters had eleven marriage candidates. The game also featured more than twenty-five different crops and allowed players to choose where they would like to place their home. The abundance of upgradable tools, barns, and wealth of furniture and decorating options helped to create what was, at the time, the grandest Harvest Moon experience of them all. It was also the very first game in the series to include a multiplayer option—several mini-games could be enjoyed alongside friends!

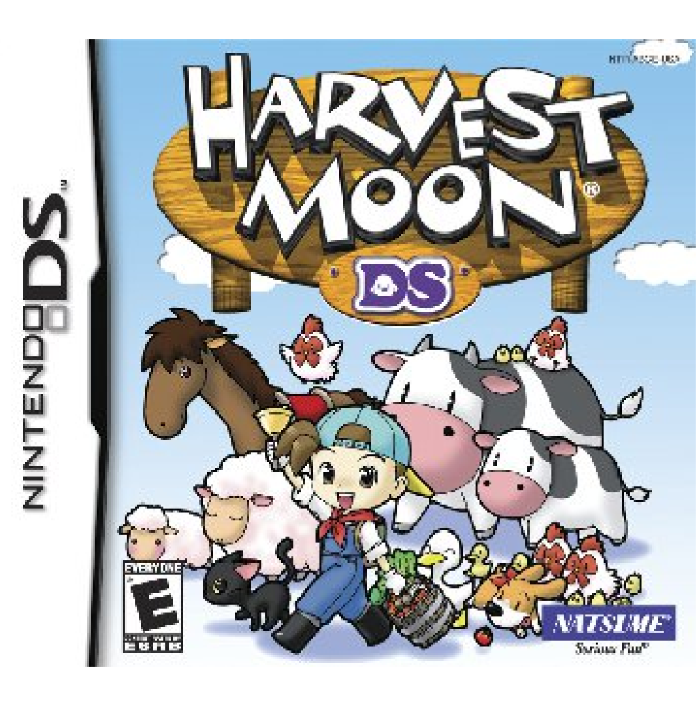
## Fun Facts

- Earning the Musical Notes required a variety of tasks, including standing perfectly still for several minutes, not talking to any characters for an entire day, and building a second house.
- A secret character named Jamie served as a farming rival but could also be married by both male and female characters. Marrying Jamie required reviving the Harvest Goddess, owning every animal, and shipping every crop!
- Those who enjoyed fishing were well-served in Harvest Moon: *Magical Melody*. The game contained eleven fishing locations and over thirty fish.
- Players could tailor their house location based on their style of play. It was possible to choose a small plot near the village, a lot near the river, or a larger space near the ocean that didn't have much room for crops.
- Up to four players could experience the mini-games together. These included a swimming game, horse racing, and fishing, among others.



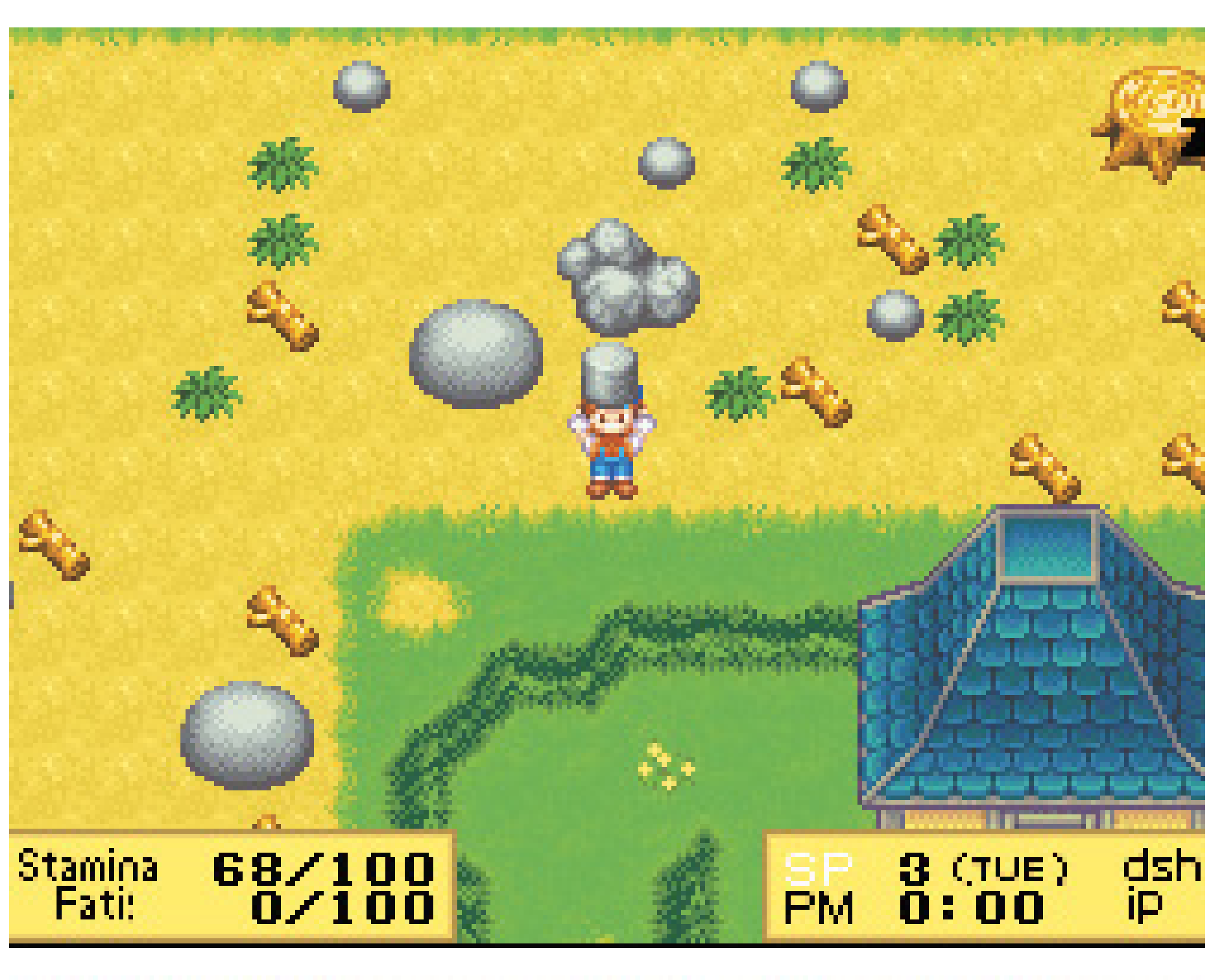
Twenty Years of Harvest Moon

# Harvest Moon DS



| **Release Dates** | | |
|---|---|---|
| **Platform** | **North America** | **Europe** |
| DS | September 12, 2006 | April 2007 |

Harvest Moon *DS* was the first game in the series to come to Nintendo's dual-screen portable console. Harvest Moon *DS* maintained a similar feel to the GameCube releases, *Harvest Moon: Friends of Mineral Town* and *Harvest Moon: A Wonderful Life*. Fans of the latter would no doubt recognize the premise and location as they greeted Takakura once again in Forget-Me-Not Valley.

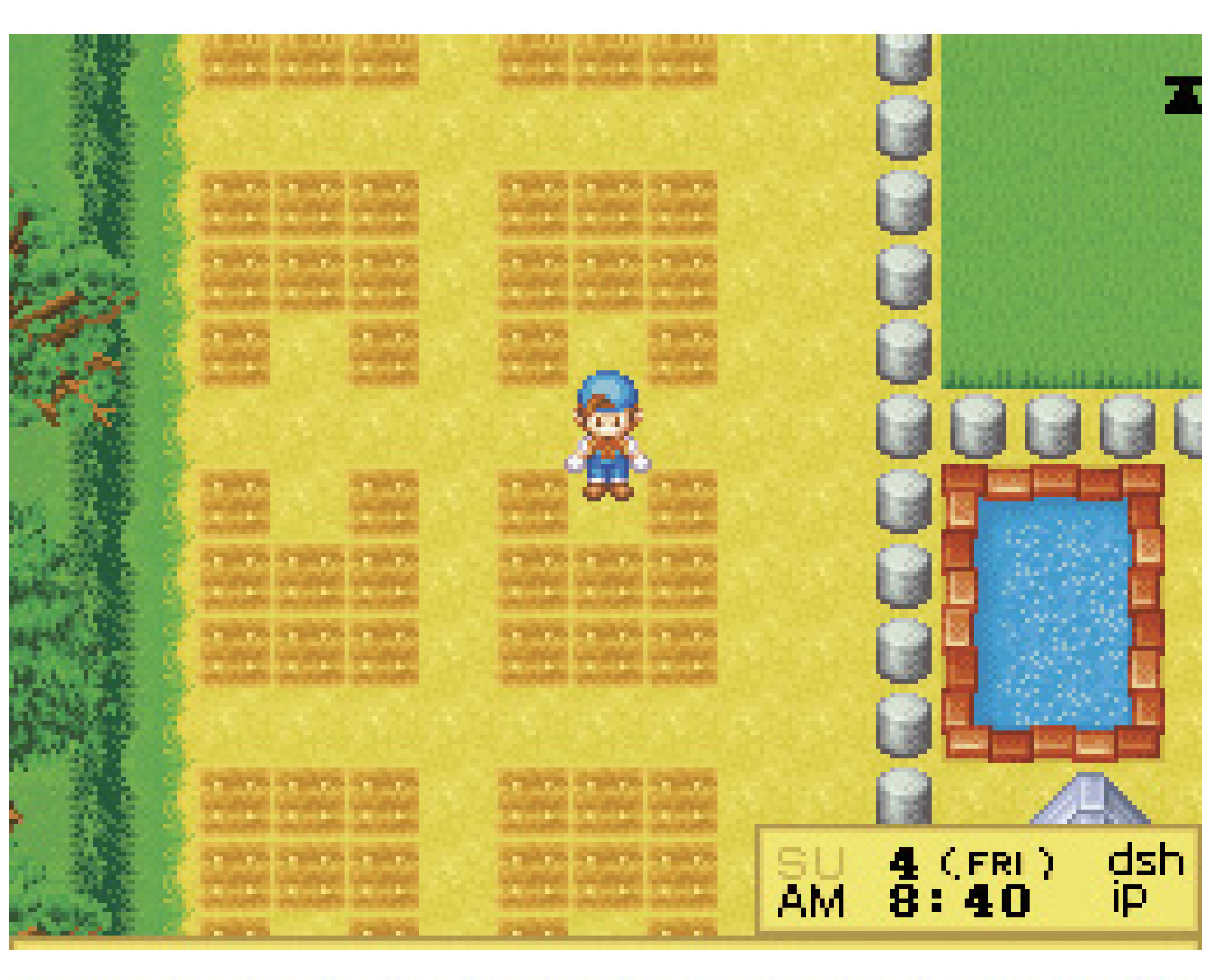


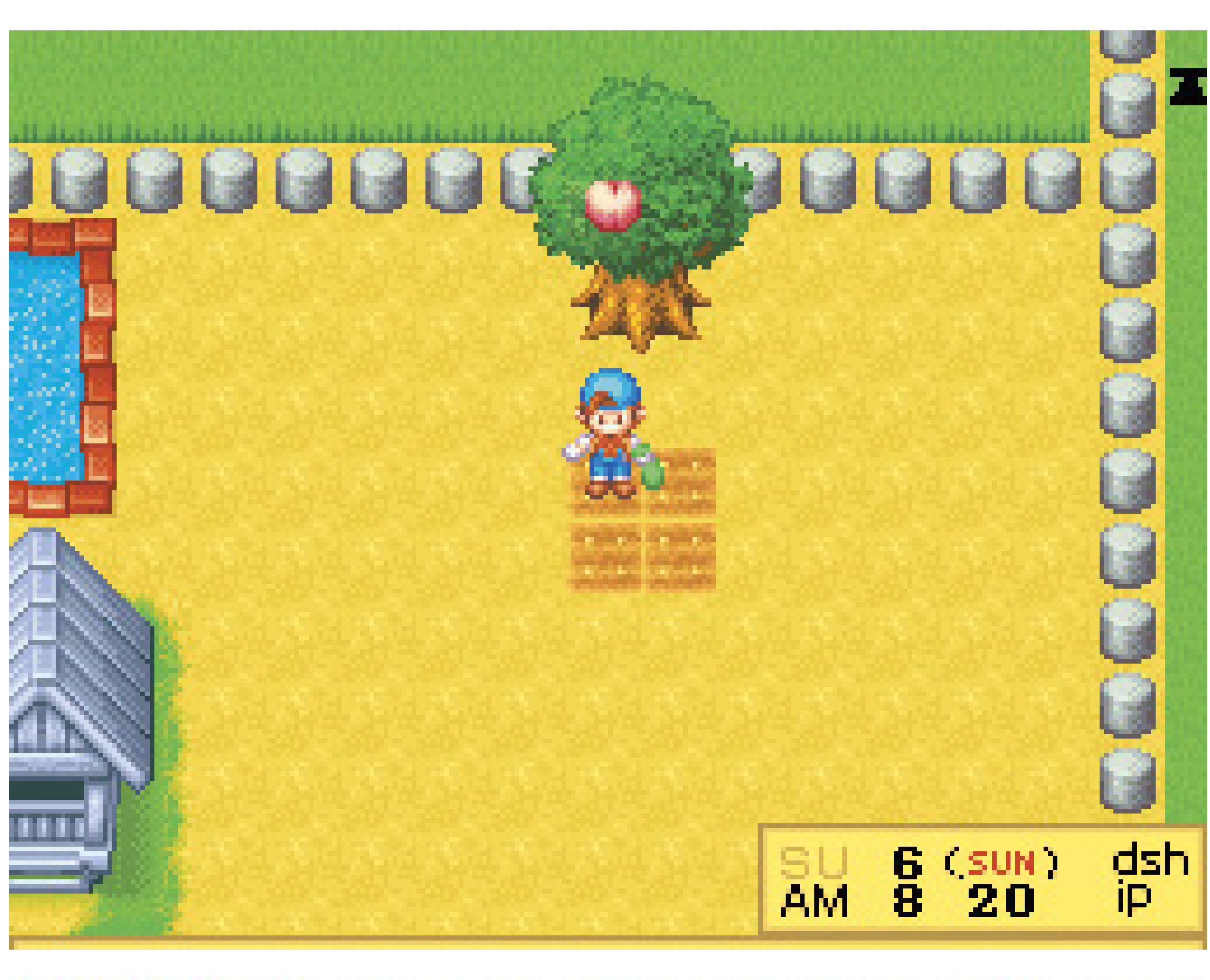
SP 3 (TUE) dsh
AM 7:40 iP

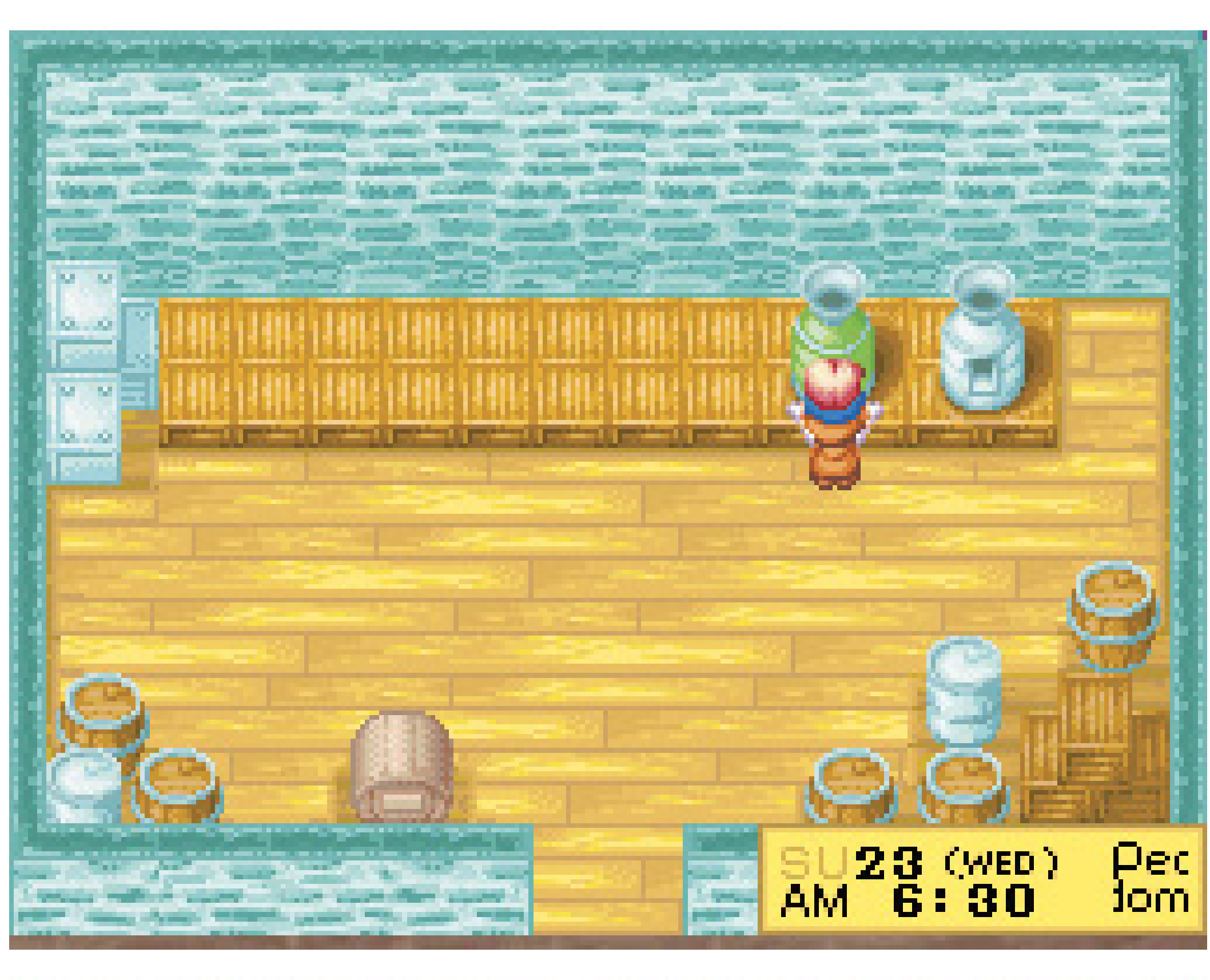
The game took place a century after the events of *Harvest Moon: A Wonderful Life* with all the characters, including the player, serving as descendants from that earlier game. Harvest Moon *DS* shared the same character names and traits from the GameCube world. The goal of the game, however, was entirely new: the player had to return 101 Harvest Sprites and rescue the Harvest Goddess, who had been petrified by the Witch Princess.

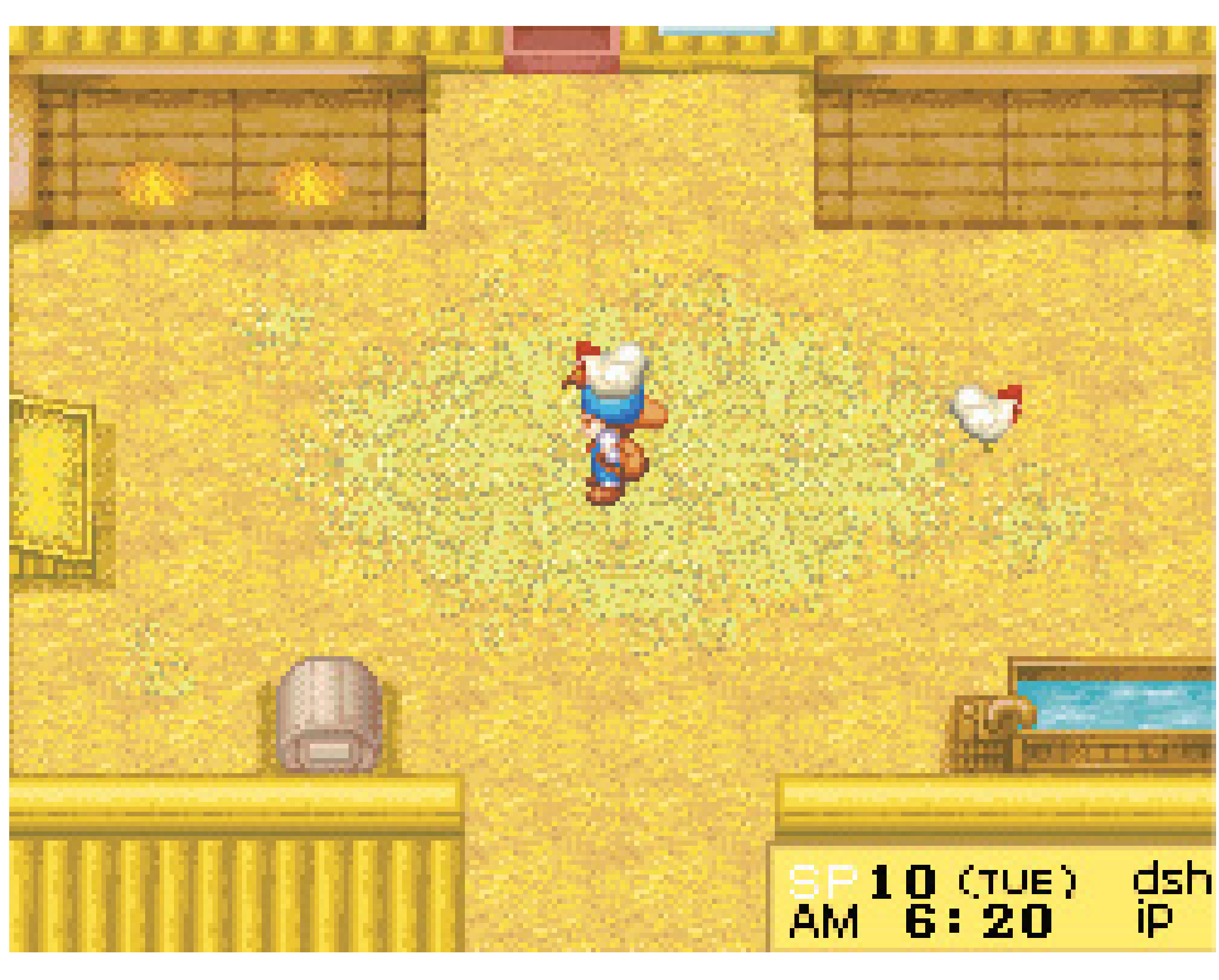
SU 23 (WED) Pec
AM 6 40 lom

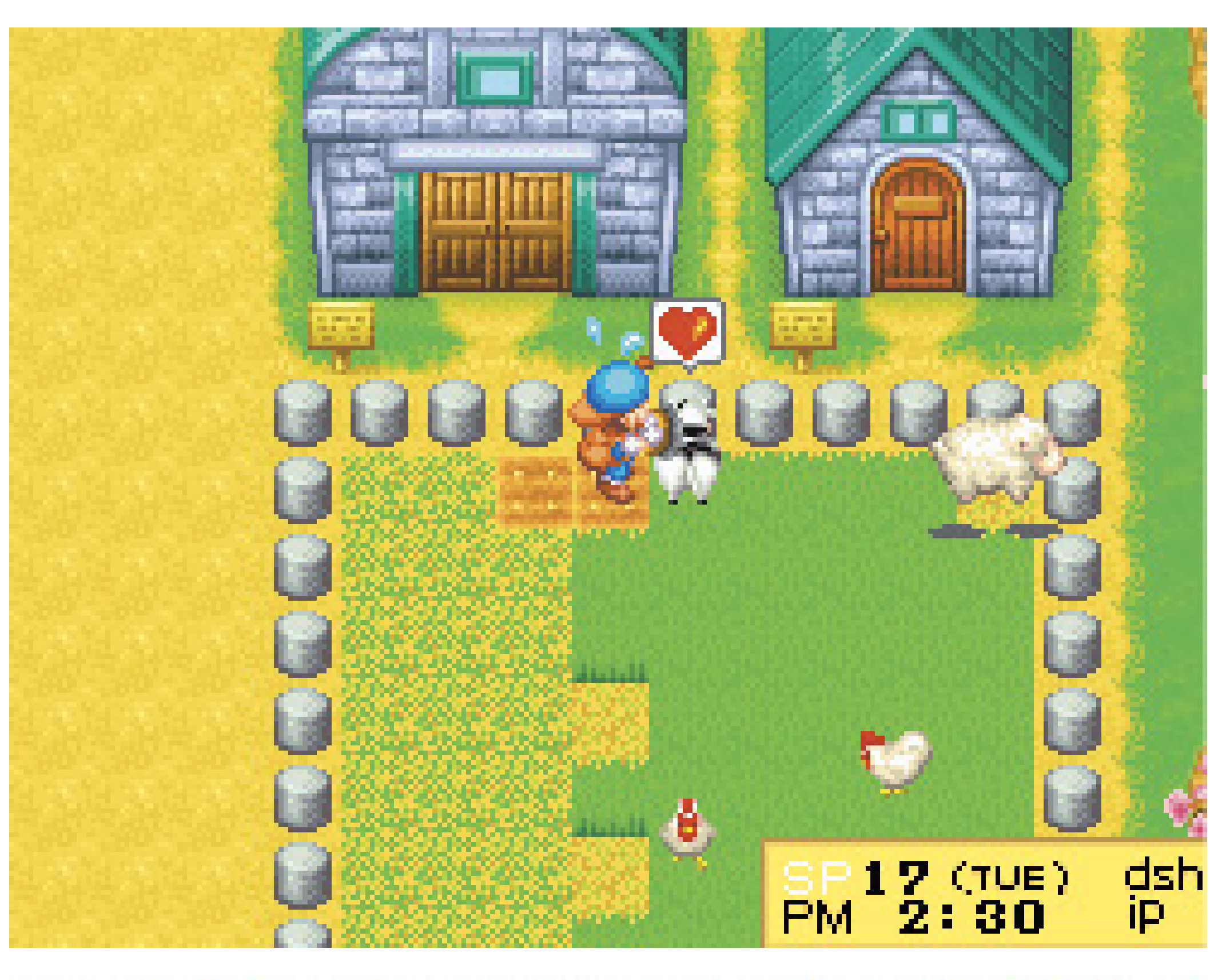
Harvest Moon *DS* utilized the new portable's dual screen during mini-games and also by using the touchscreen to manipulate the backpack, diary, and inventory. Diligent farmers could obtain a special in-game Glove that allowed players to pet their farm animals using the touchscreen.







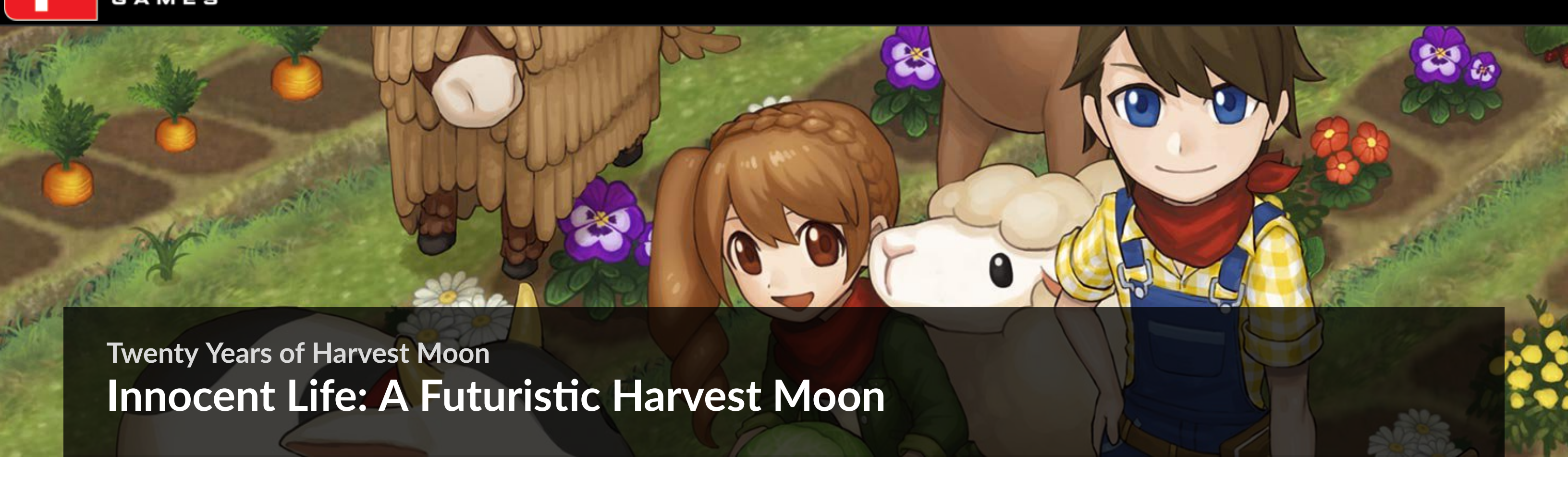




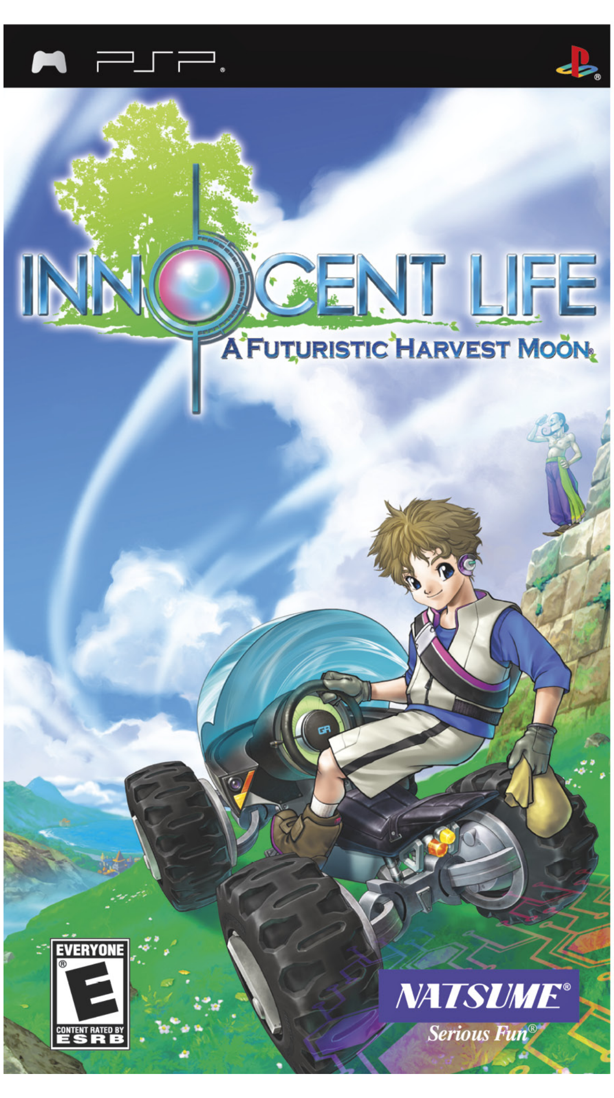
SU 4 (FRI) dsh
AM10:10 iP

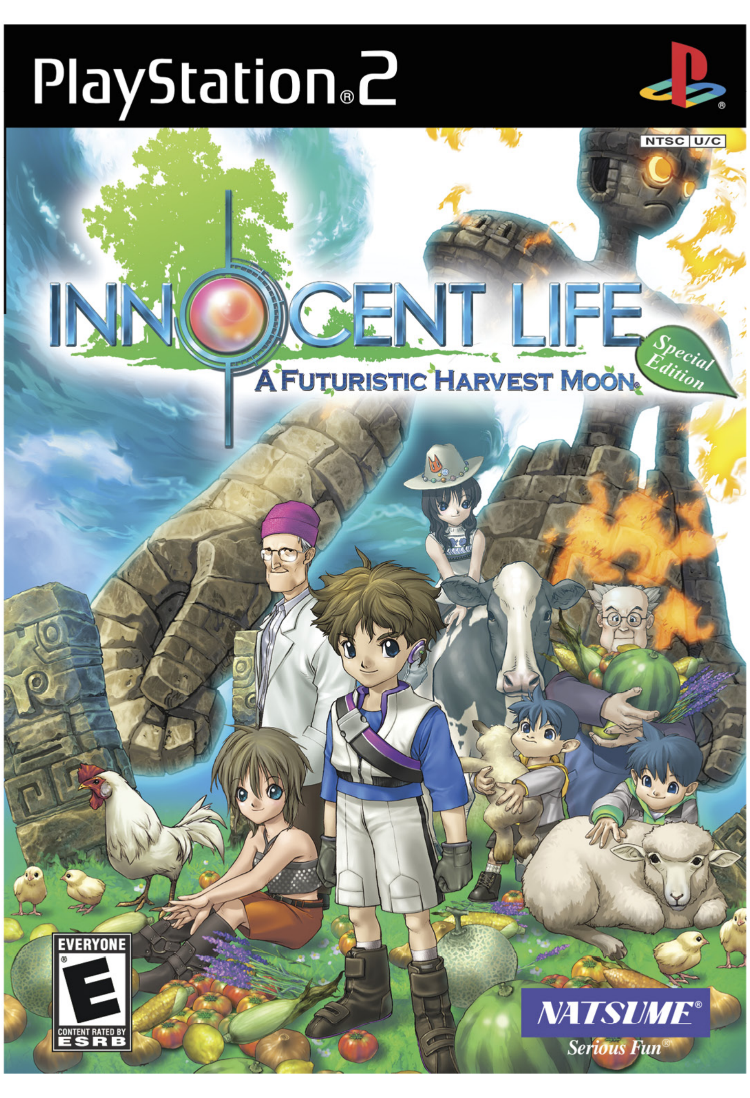
## Fun Facts

- Once returned to Forget-Me-Not Valley, the Harvest Sprites could then play casino games with the player, such as poker and blackjack. The medals won gambling could be used to hire the Harvest Sprites to work the fields!
- Extra content, including characters from *Harvest Moon: Friends of Mineral Town*, could be unlocked by inserting the GBA cartridge into an original DS or DS Lite.
- The 101 Harvest Sprites were divided into two teams, one of which could be hired to help the player, while the other Harvest Sprites served to run the casino and television station.
- The pet dog could be trained to play fetch, as well as serve as a guard dog, chasing away wild dogs. But be careful! The game ended prematurely if your dog attacked Mayor Thomas of Mineral Town!
- It was also possible to end the game early by donating a Level 100 Toadstool to the Harvest Festival. The highly toxic mushroom would kill off the player, forcing the credits to roll.



# Innocent Life: A Futuristic Harvest Moon

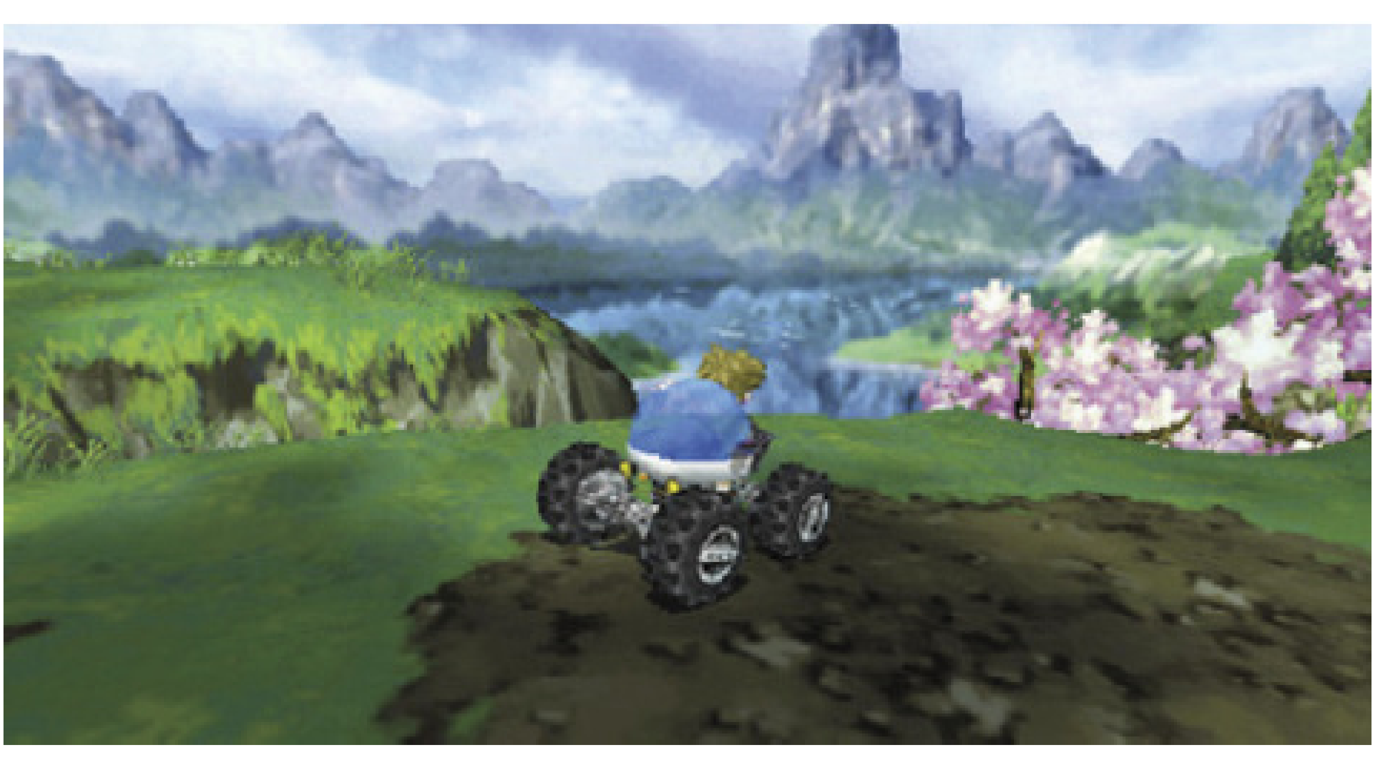


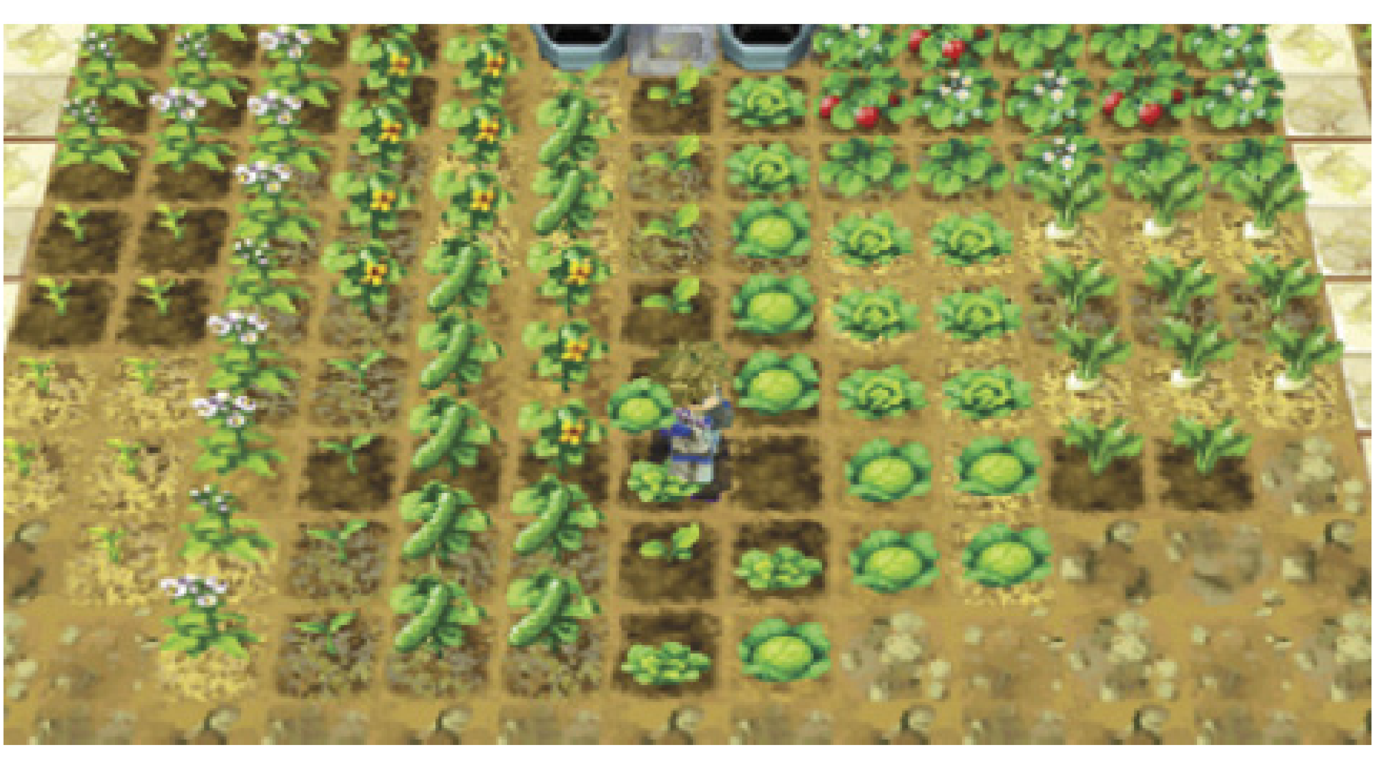


### Release Dates

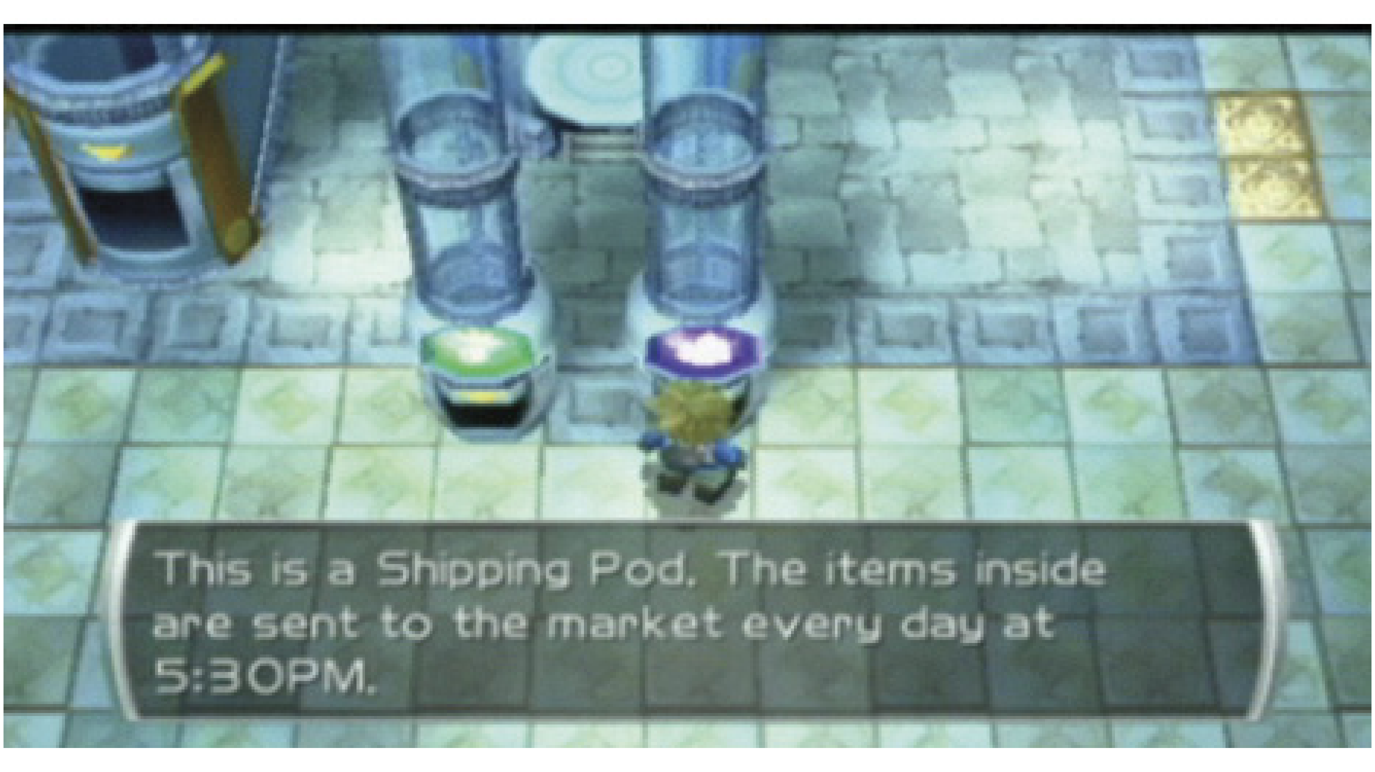
| Platform | North America | Europe |
|---|---|---|
| PSP | May 15, 2007 | June 2007 |
| PS2 | February 12, 2008 | – |

Another spin-off for the series, and predating the *Rune Factory* debut, was *Innocent Life: A Futuristic Harvest Moon*. Set fifteen years into the future at the time of release, the player controlled an android named Life in attempt to save Heartflame Island from an angry Fire Spirit threatening to cause a volcanic eruption. Only by showing that humans—and androids—hadn't completely lost their appreciation for the natural world could Life awaken the Nature Spirits and save the land.

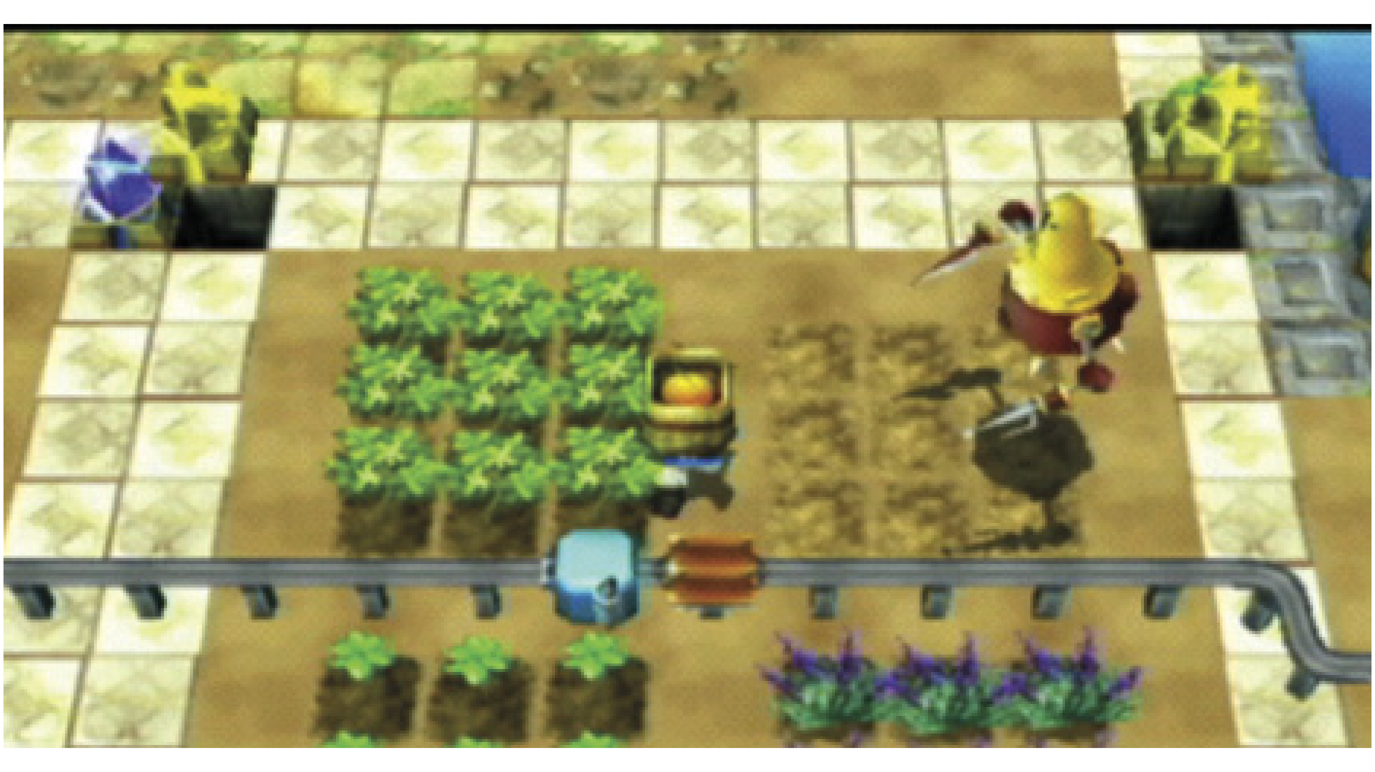


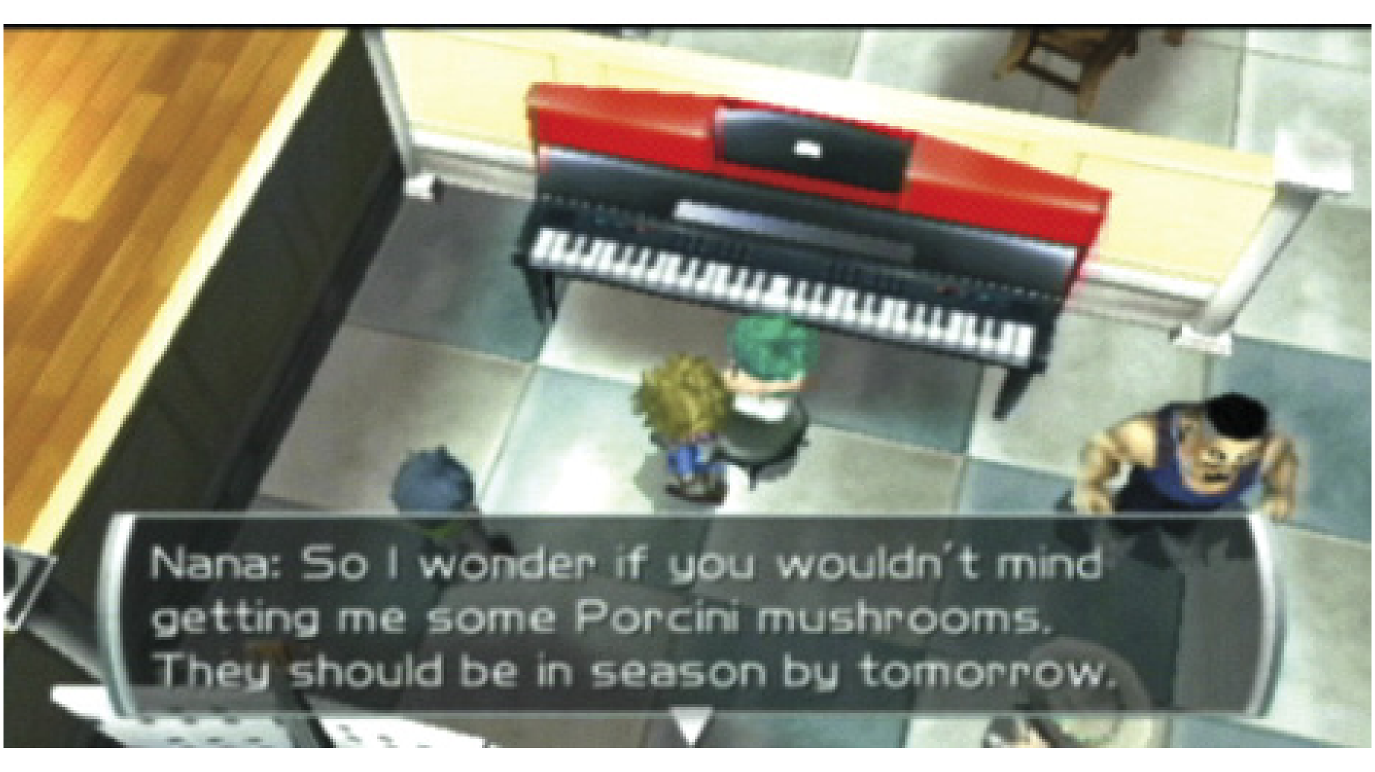


The island contained a number of ruins that could be explored on foot or by riding on a futuristic four-wheeled buggy. Numerous towns filled with characters, shops, and ruins encouraged players to spend much of their time roaming the island's lush landscape. Back on the farm, raising crops was made easier through the use of several automated assistants.

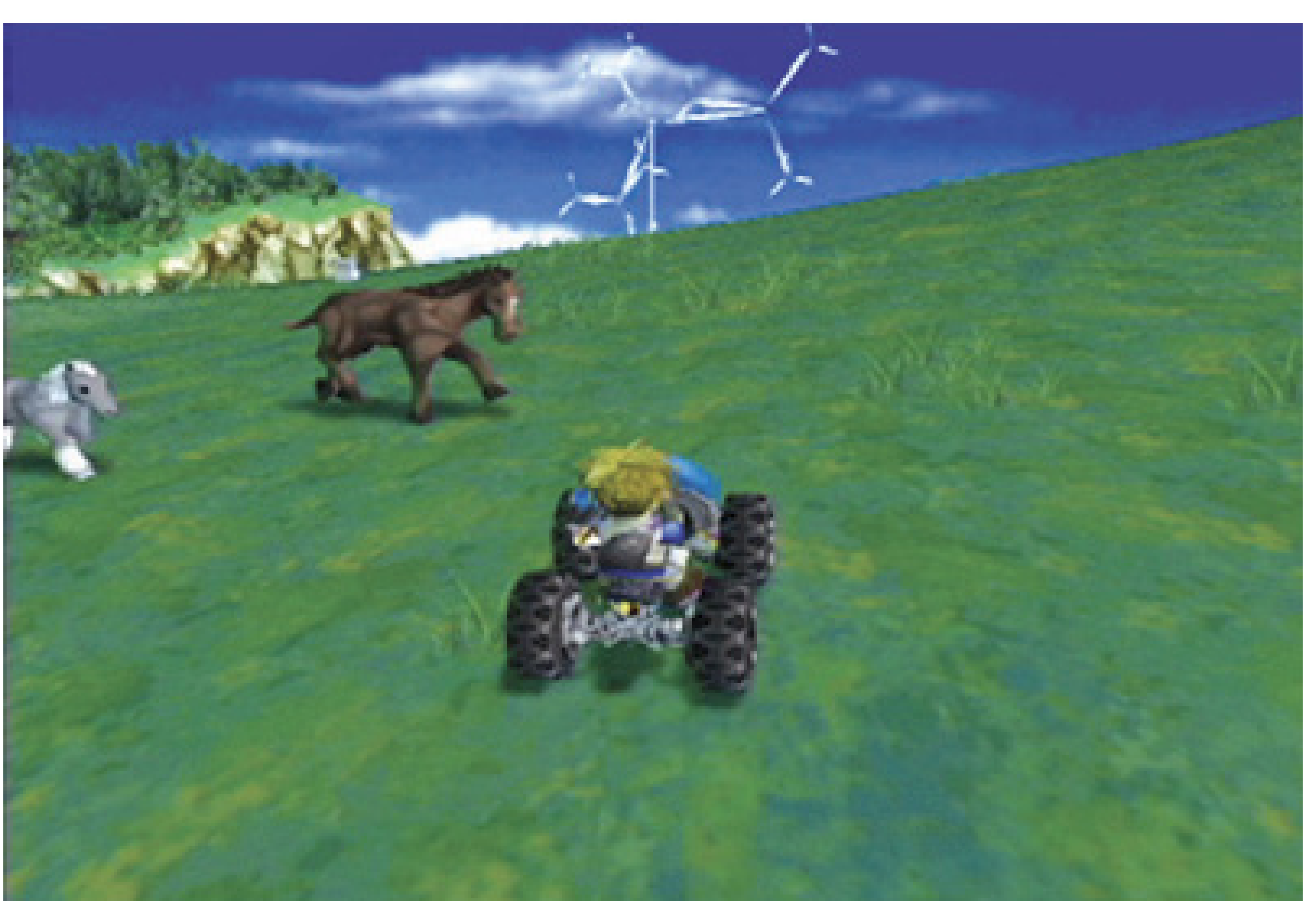


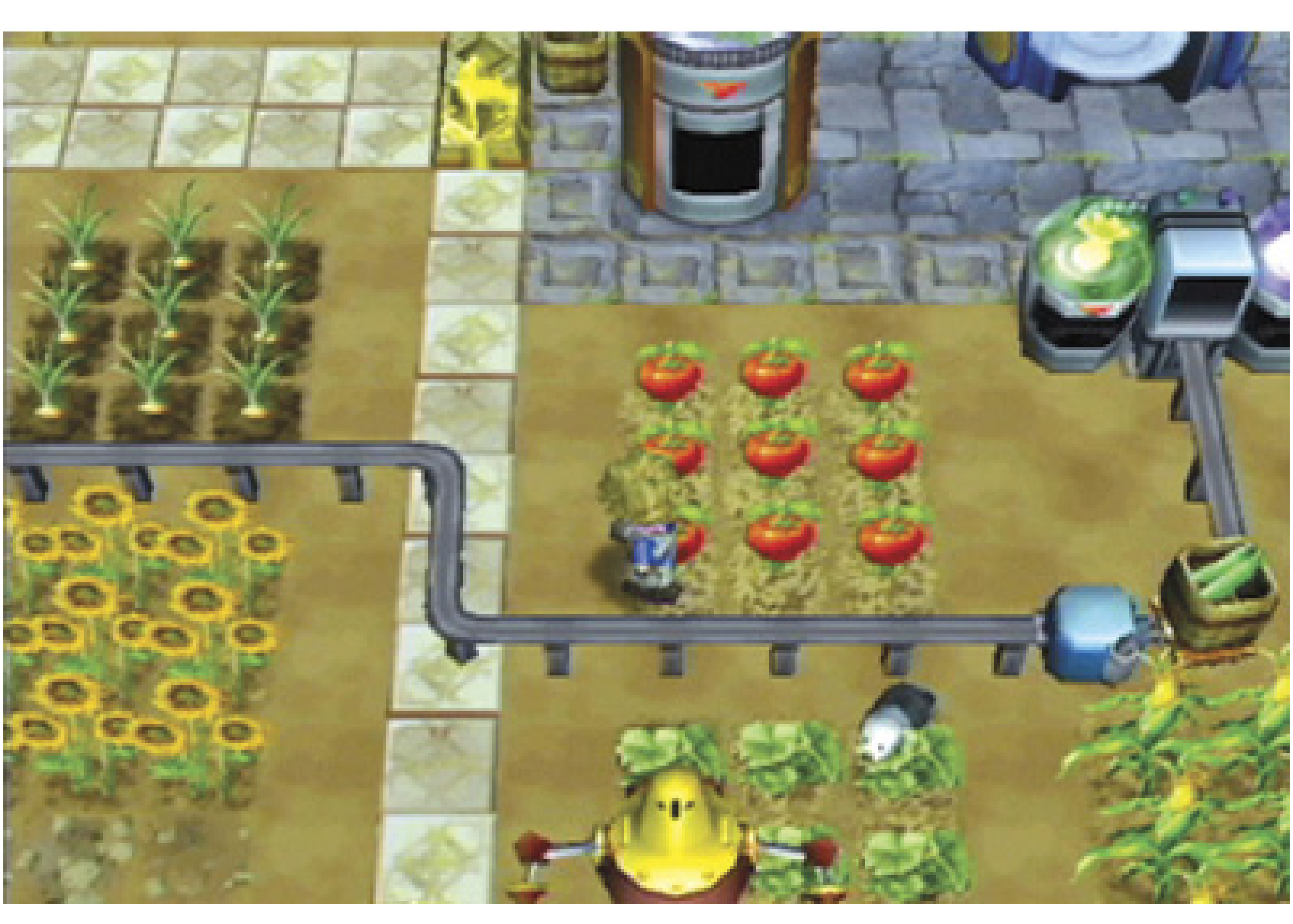
This is a Shipping Pod. The items inside are sent to the market every day at 5:30PM.



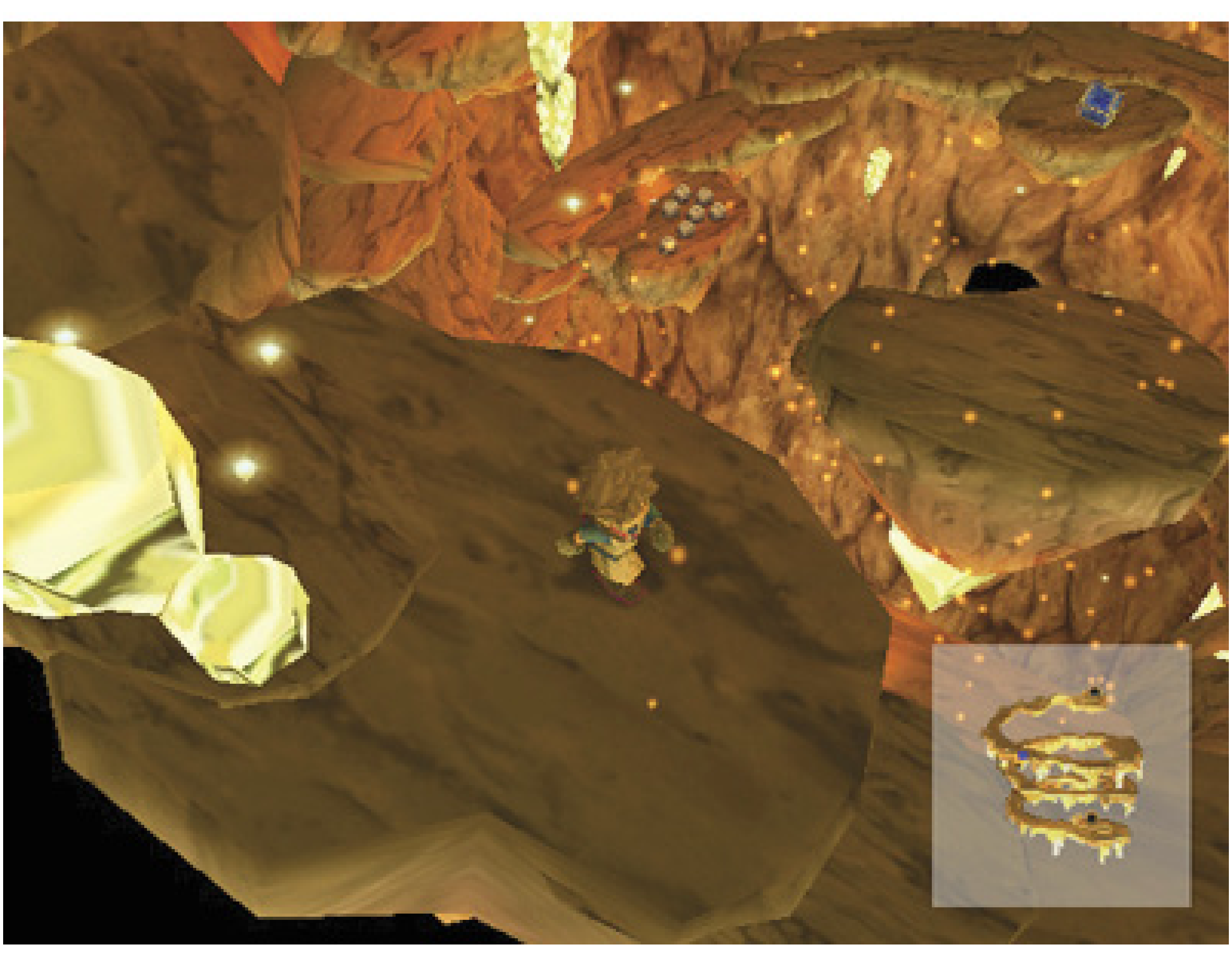


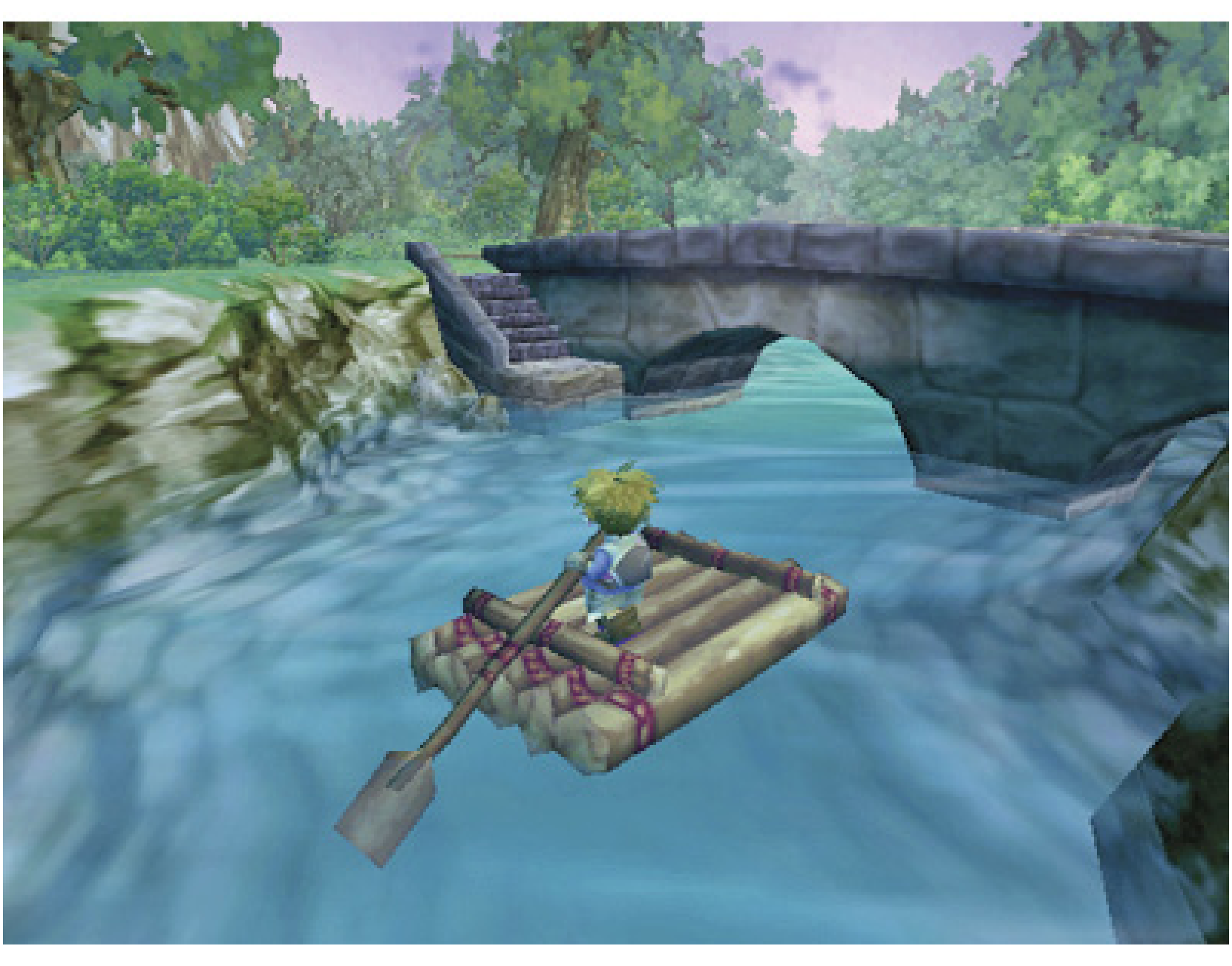
Nana: So I wonder if you wouldn't mind getting me some Porcini mushrooms. They should be in season by tomorrow.

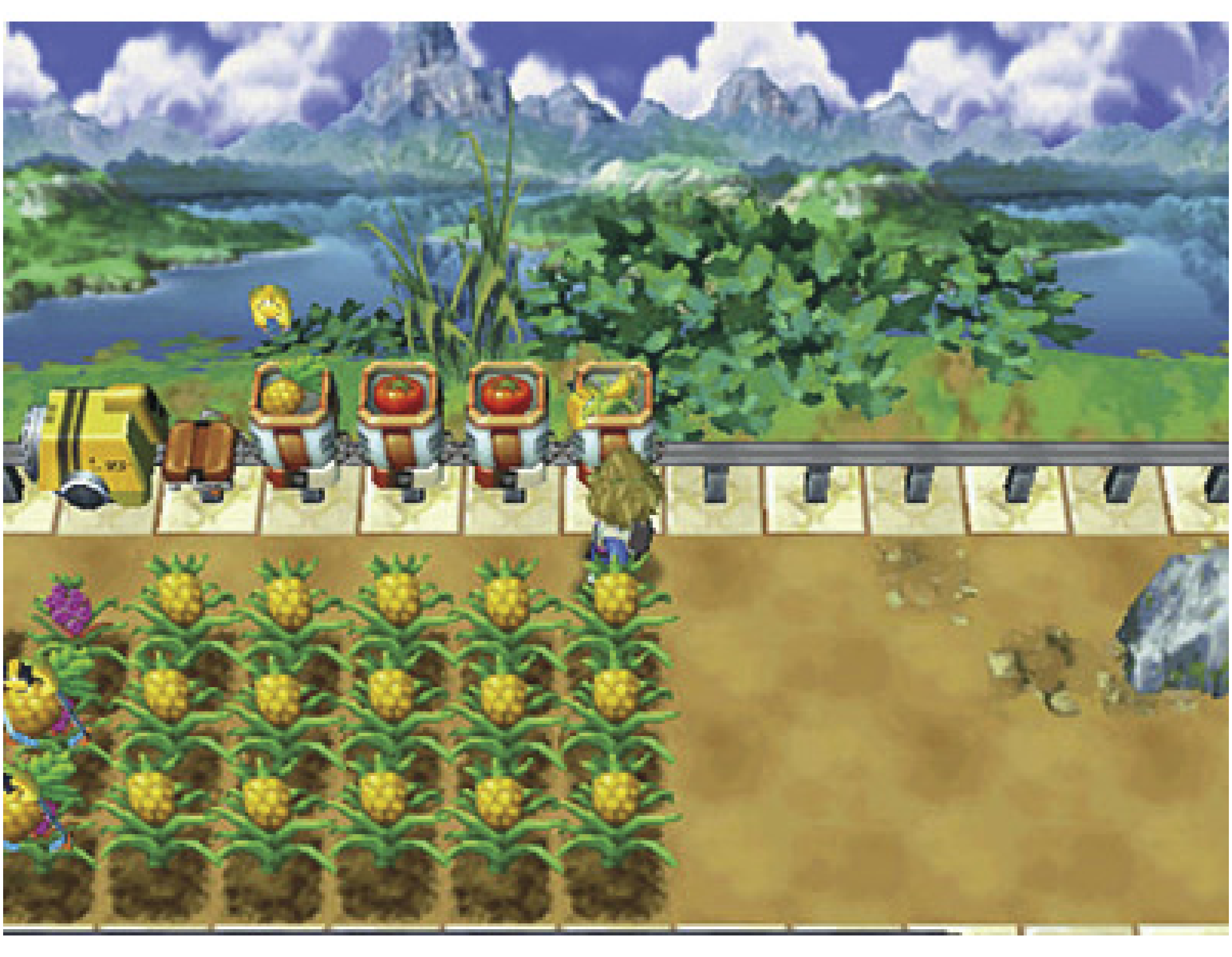


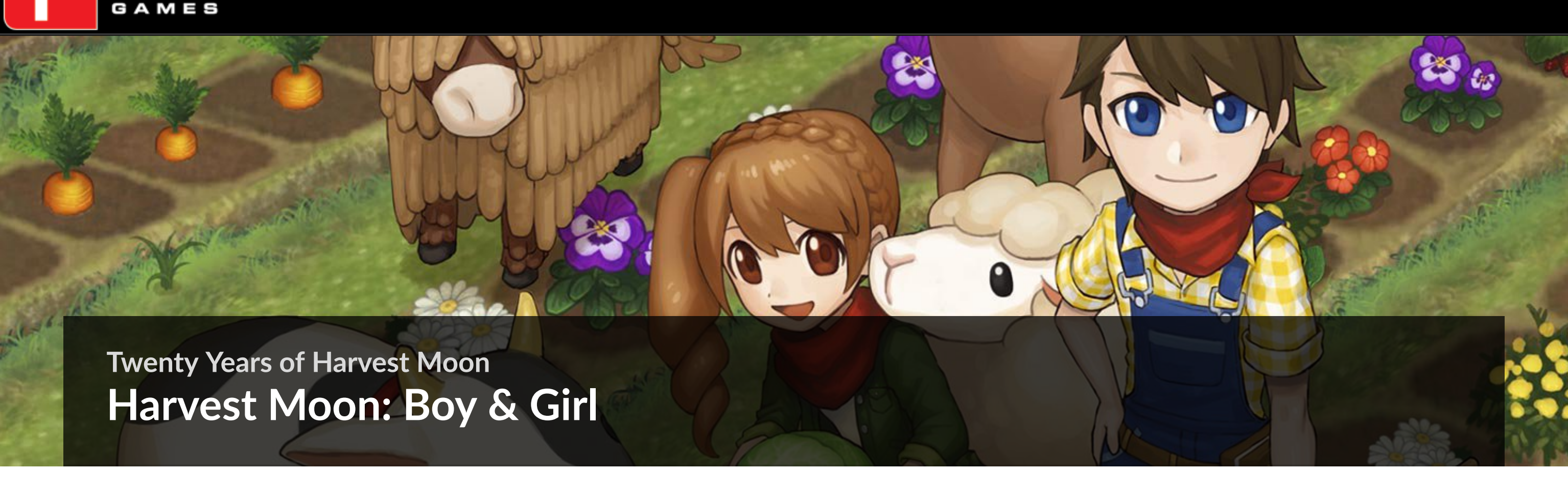


*Innocent Life: A Futuristic Harvest Moon* was, in many ways, much more of an action RPG than a farming simulator. The release of the Special Edition for PlayStation 2 increased the difficulty of the crop-shipping challenge, which ultimately forced players to focus more on the farming aspect of the game during the first year. The Special Edition also contained a robust Dictionary that could be filled in by growing all the crops, meeting all of the characters, and completing all of the challenges in the game.









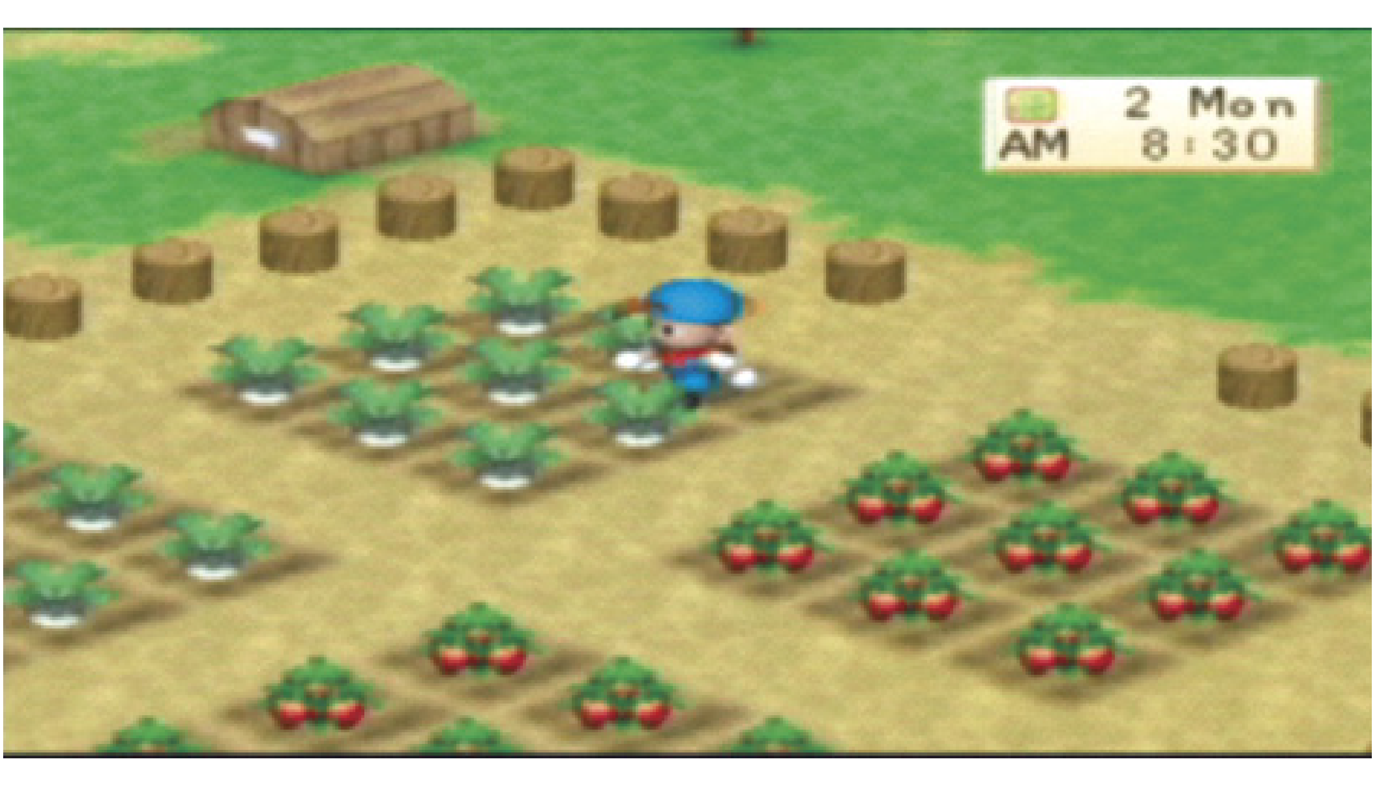
Twenty Years of Harvest Moon

# Harvest Moon: Boy & Girl

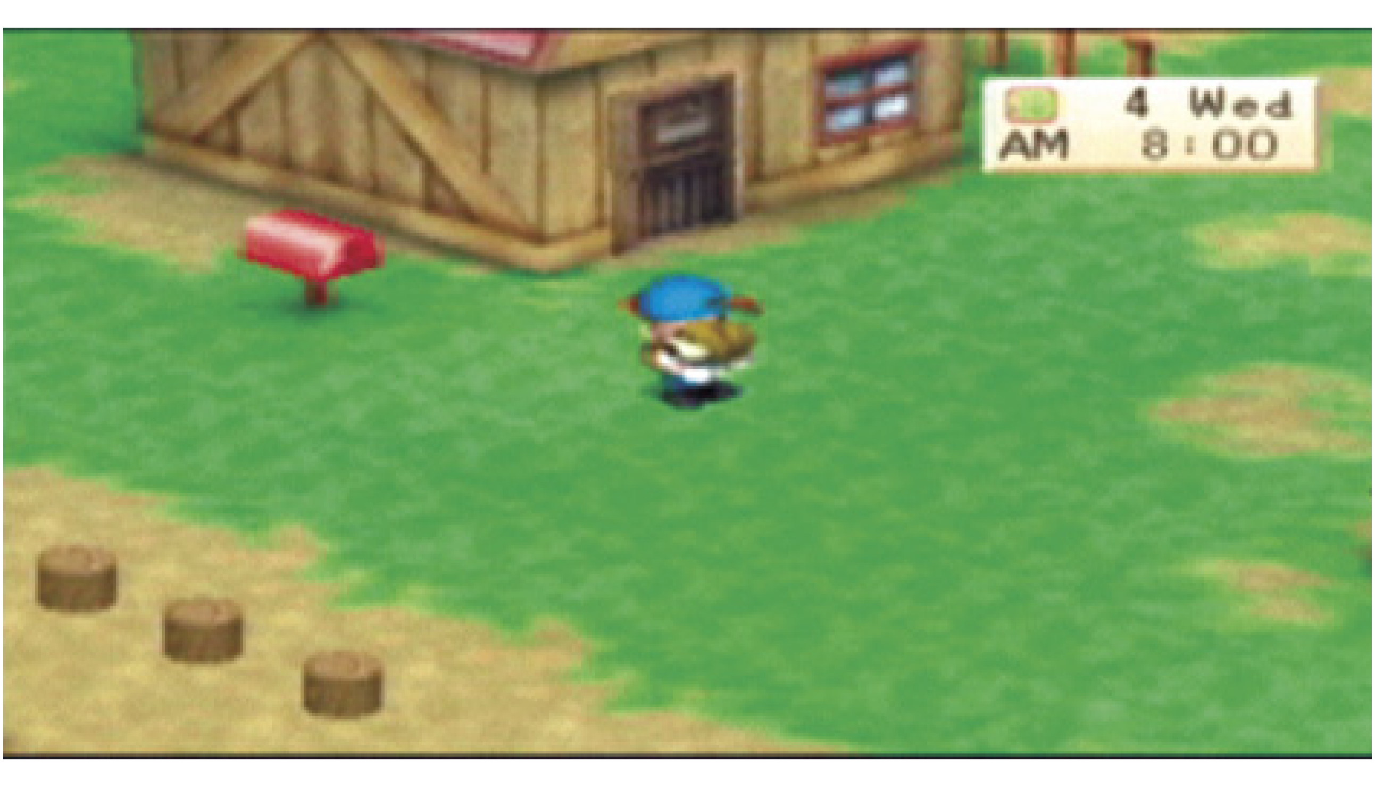
PSP
HARVEST MOON
Boy & Girl
EVERYONE
E
ESRB
NATSUME

| **Release Dates** | | |
|---|---|---|
| **Platform** | **North America** | **Europe** |
| PSP | July 31, 2007 | – |

The first game in the series to release on the Sony PSP was a direct port of the PlayStation game *Harvest Moon: Back to Nature* and the female protagonist version of *Harvest Moon: Back to Nature*. This game was also reconfigured into the Friends of Mineral Town games for the GameBoy Advance.



AM 3 Tue 11:10
We have a second floor, too. Have you been up there?



AM 22 Sun 8:00

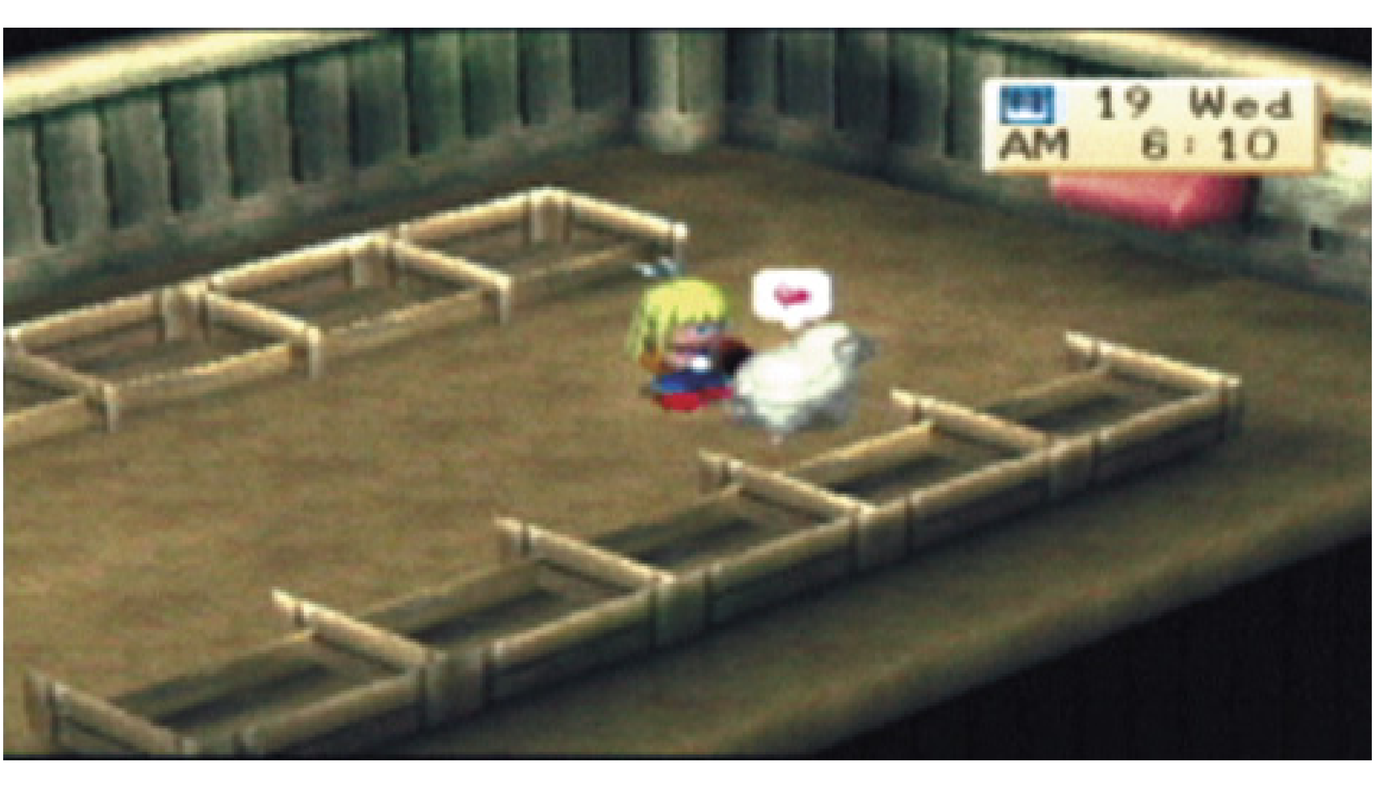
*Harvest Moon*: *Boy & Girl* allowed players to choose between a boy and girl—Destiny and Fate, respectively—and strive to save the farm and get married. The game had five bachelors to go along with the five bachelorettes popular from the original game.

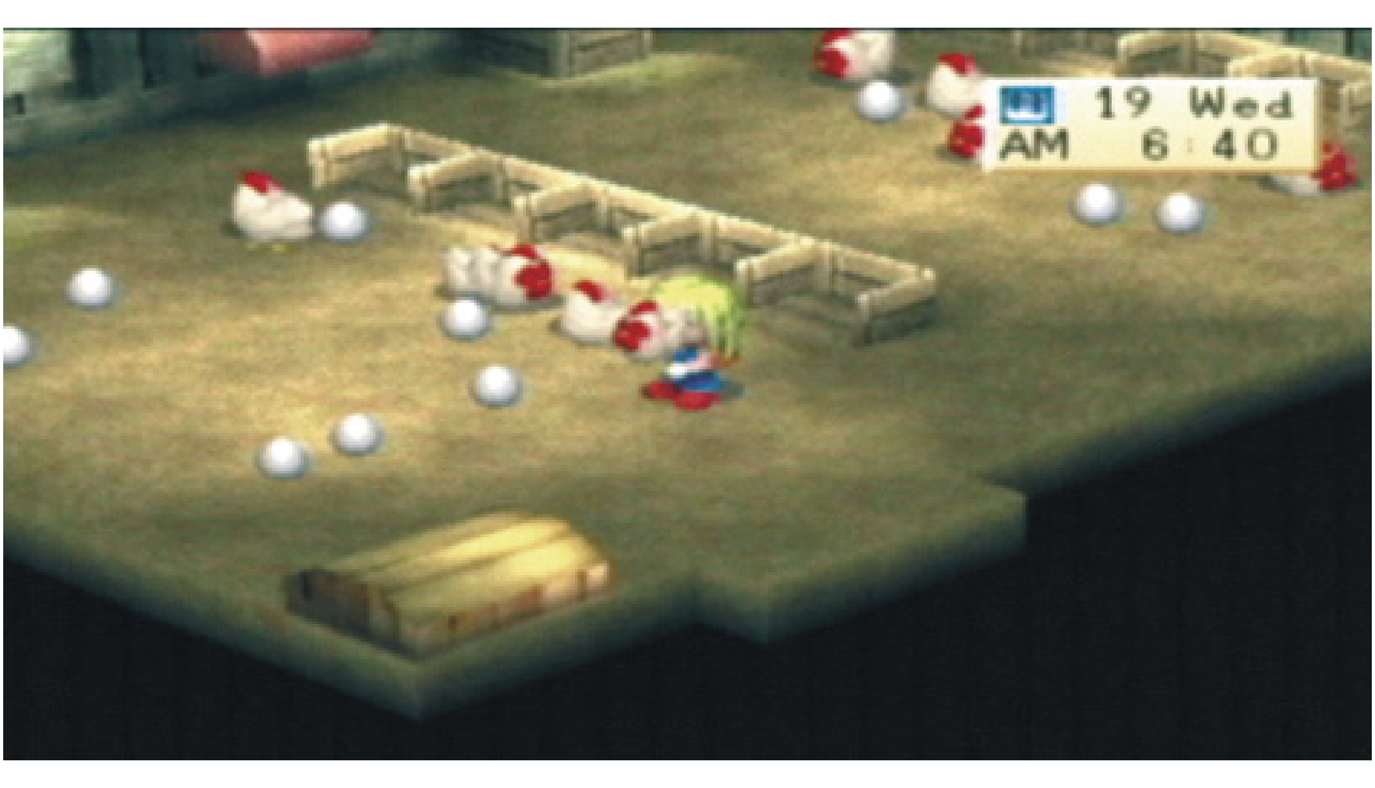
The game featured several key differences when playing as a girl that English-speaking players hadn't experienced in the original *Harvest Moon: Back to Nature*. These included a retelling of the festivals from a girl's perspective, a revamped storyline, a different-colored house (pink instead of blue), and a Beauty Star function that made it possible to get the bachelors to like the girl character faster. By reading fashion magazines, getting to sleep early, using the mirror and hot spring, and eating healthy, the girl character gained additional Beauty Stars. The more you had, the faster a bachelor's affection would grow.

AM 19 Wed 10:40
Hello. how are you?

AM 19 Wed 10:50
I've been working hard at the orchard. It's all thanks to you. Bette.

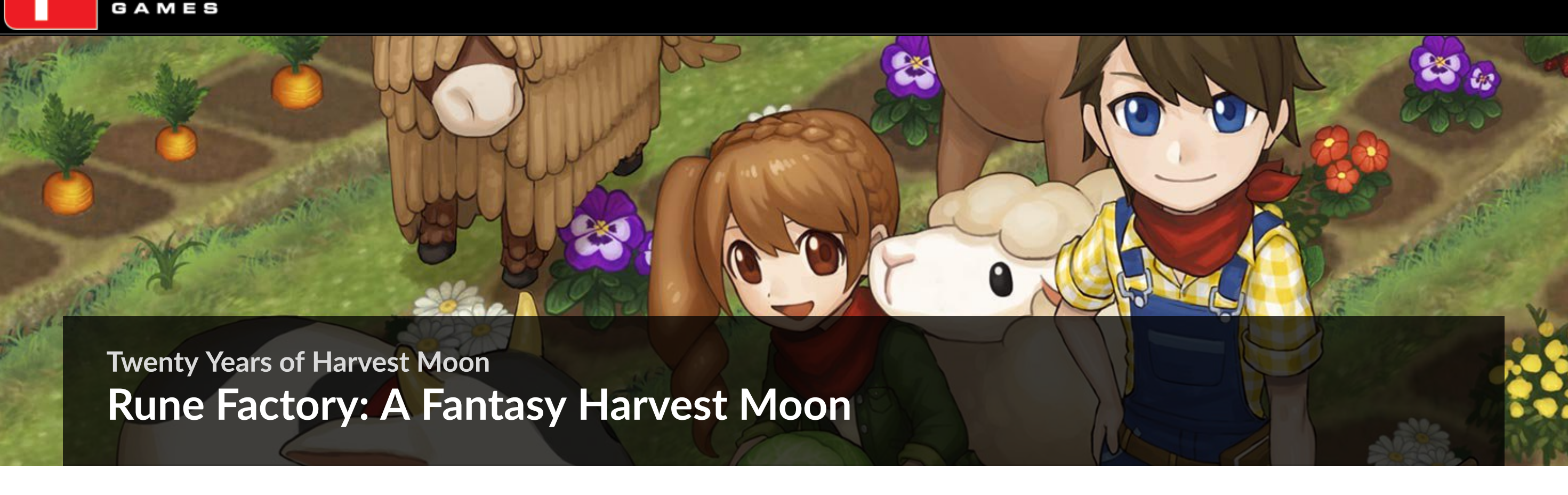
AM 19 Wed 6:10


AM 19 Wed 6:10


AM 19 Wed 6:40

AM 19 Wed 11:10
Sigh... I don't know why Popuri still acts like a little kid.

AM 19 Wed 11:10
Please take good care of your chickens.



Twenty Years of Harvest Moon

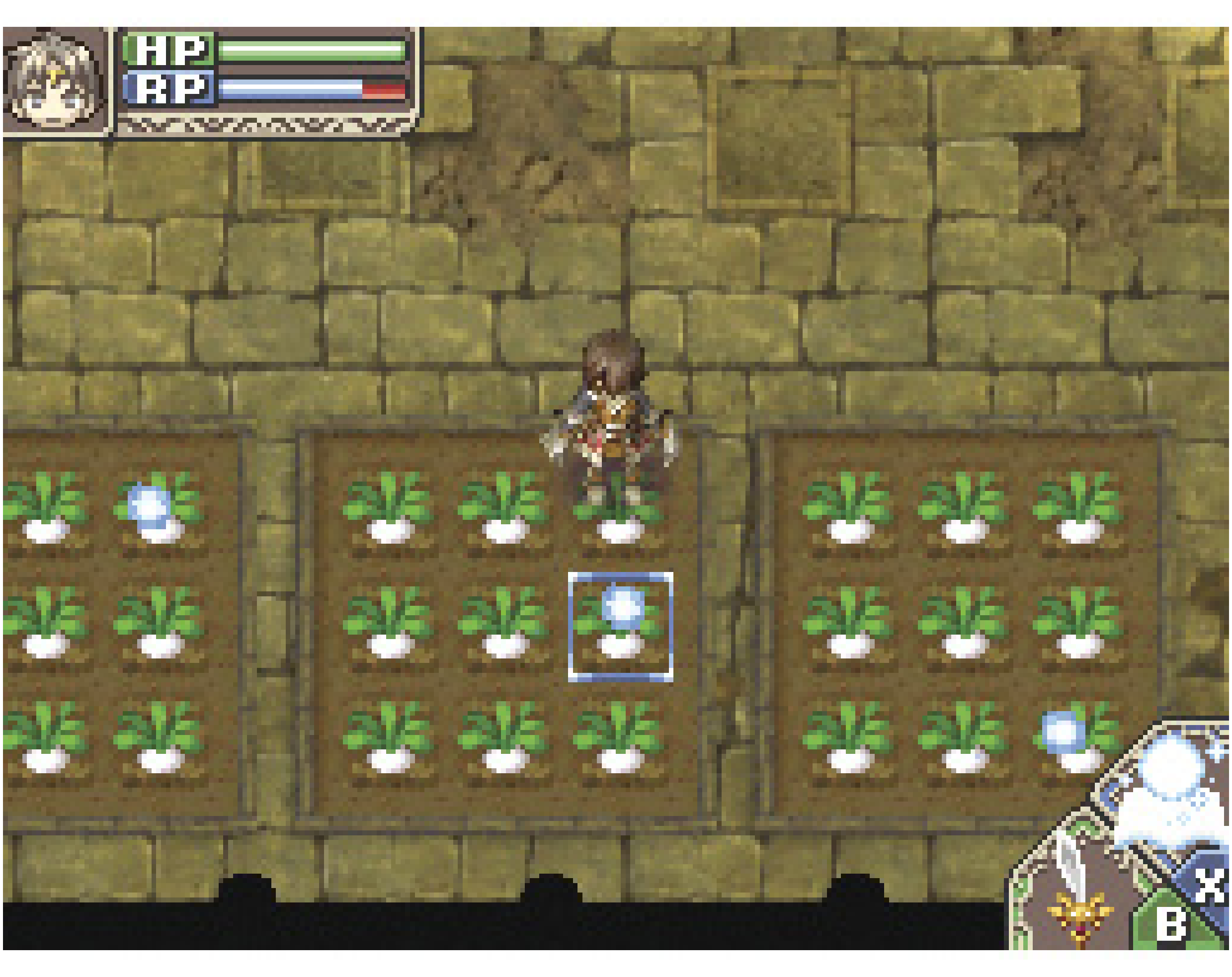
# Rune Factory: A Fantasy Harvest Moon

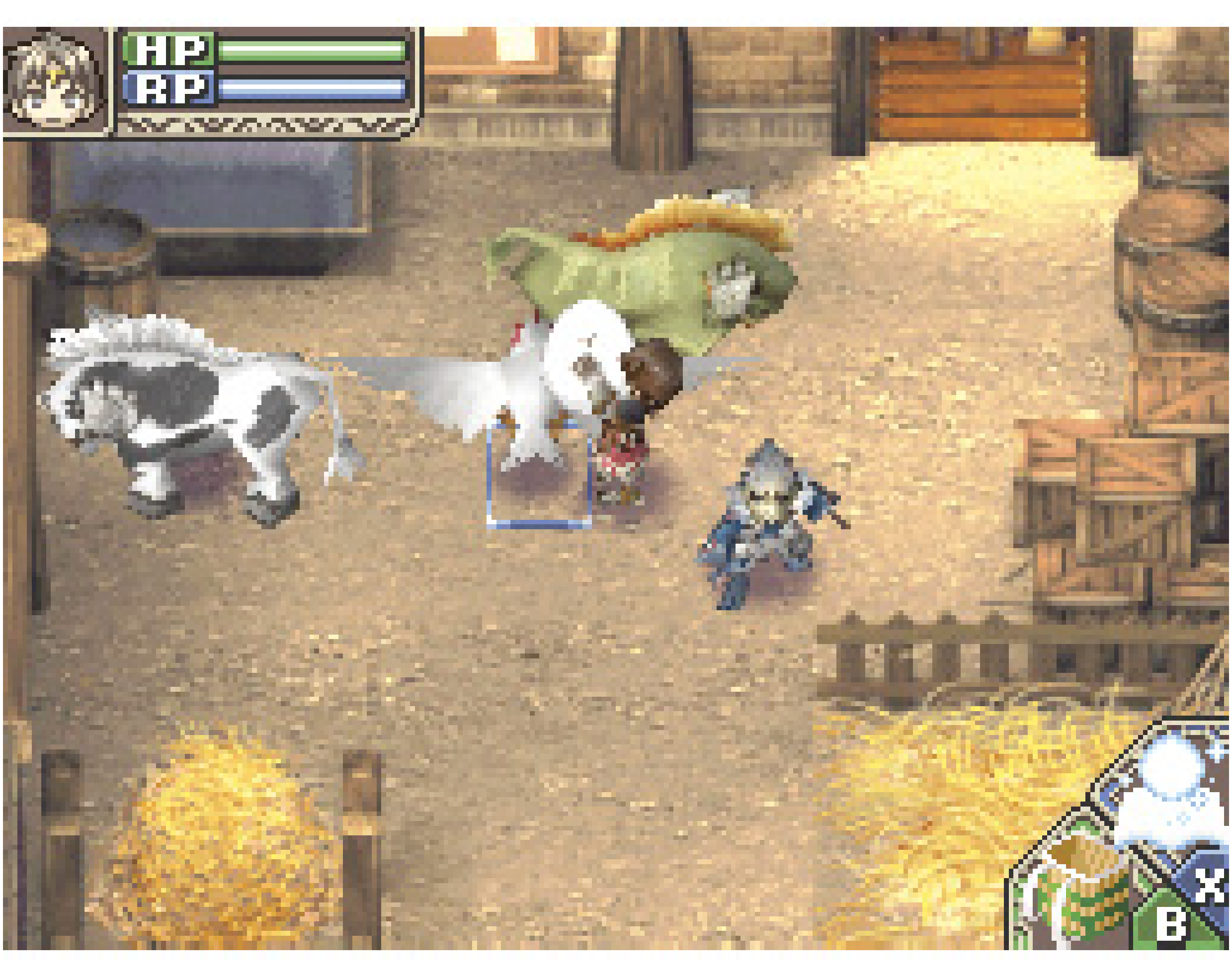
Rune Factory
A Fantasy Harvest Moon
NINTENDO DS
Wi-Fi
EVERYONE
E
NATSUME

## Release Dates

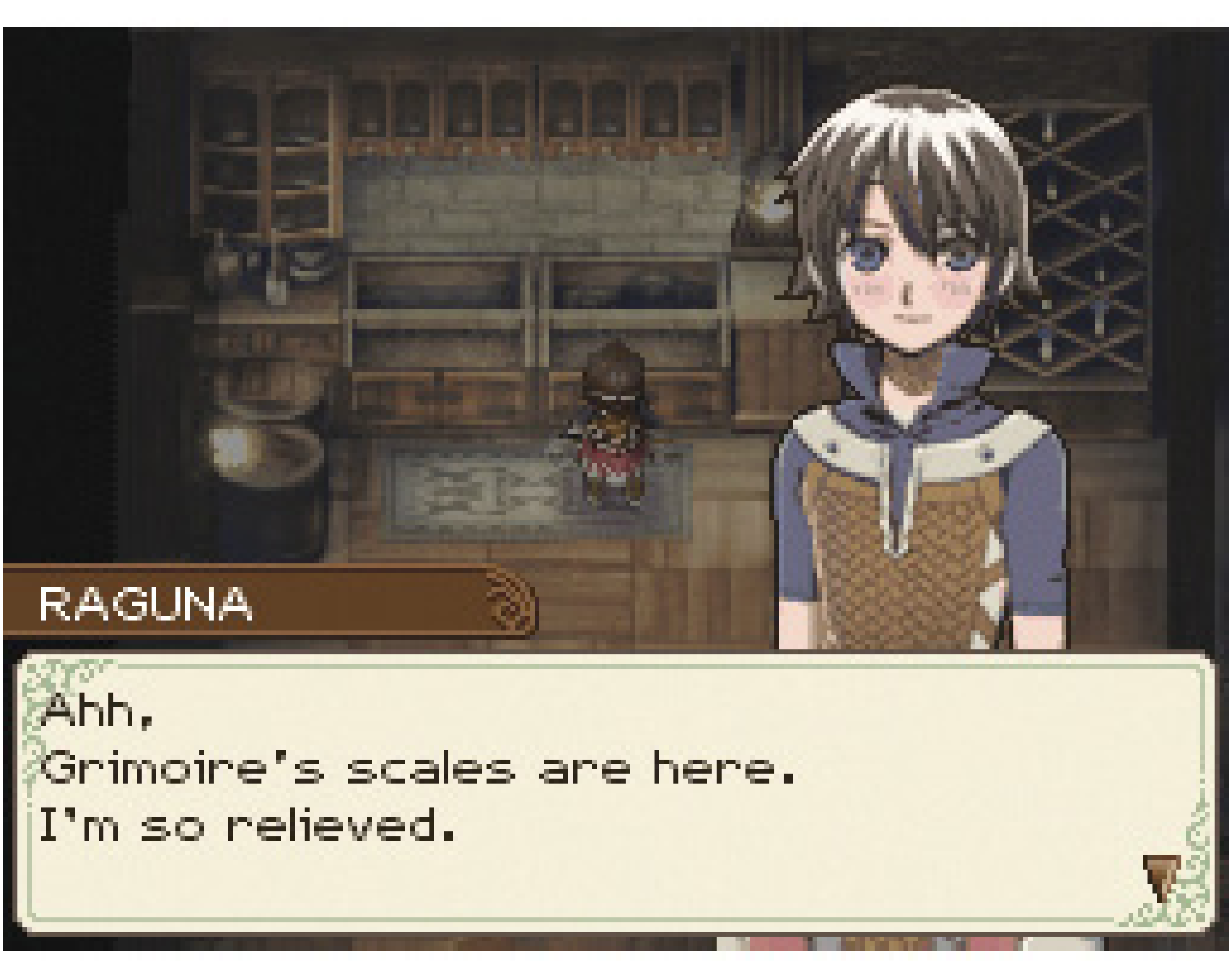
| Platform | North America | Europe |
|---|---|---|
| DS | August 14, 2007 | February 2009 |

Coinciding with the tenth anniversary of the *Harvest Moon* series, a spin-off franchise titled *Rune Factory* was launched. Dubbed "*Harvest Moon* with a sword," the game tasked players with growing crops, using their farm tools, and heading off into dungeons to defeat monsters in effort to collect loot that could be sold for profit.



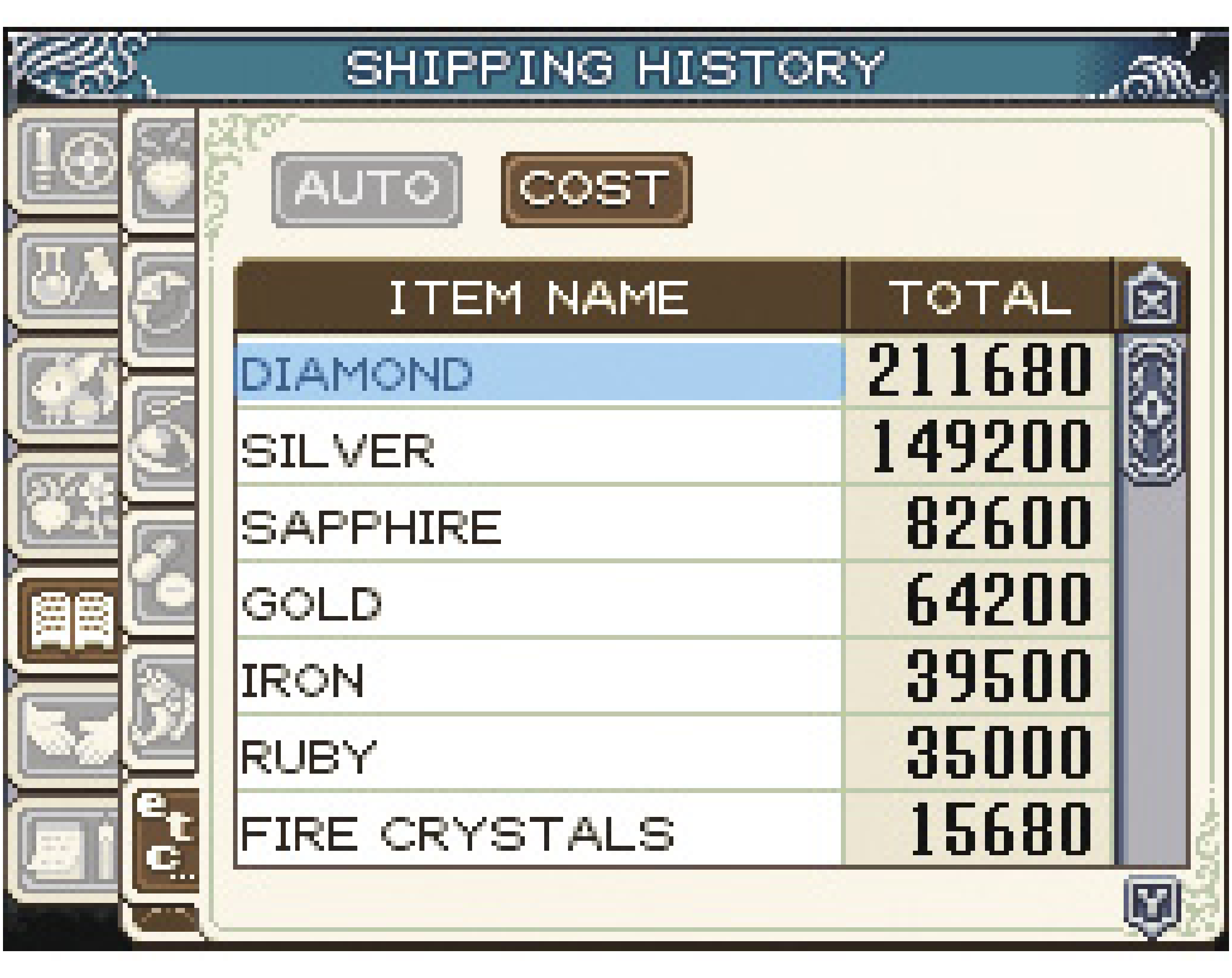


Raguna arrived at the village of Kardia and was soon shown to a monster-infested farm where his unique skills of crop-raising and monster-slaying came in handy. In addition to the standard Stamina meter, Raguna also had a Hit Point (Health) meter, which could be drained through combat if the player wasn't careful. As the farm grew and Raguna's abilities and powers increased, additional caves and dungeons became accessible. Raguna ultimately learned magic spells, gained the ability to forge rings, and obtained even more fanciful equipment. The addition of orb-like Runes and the concept of Rune Points made it all possible.



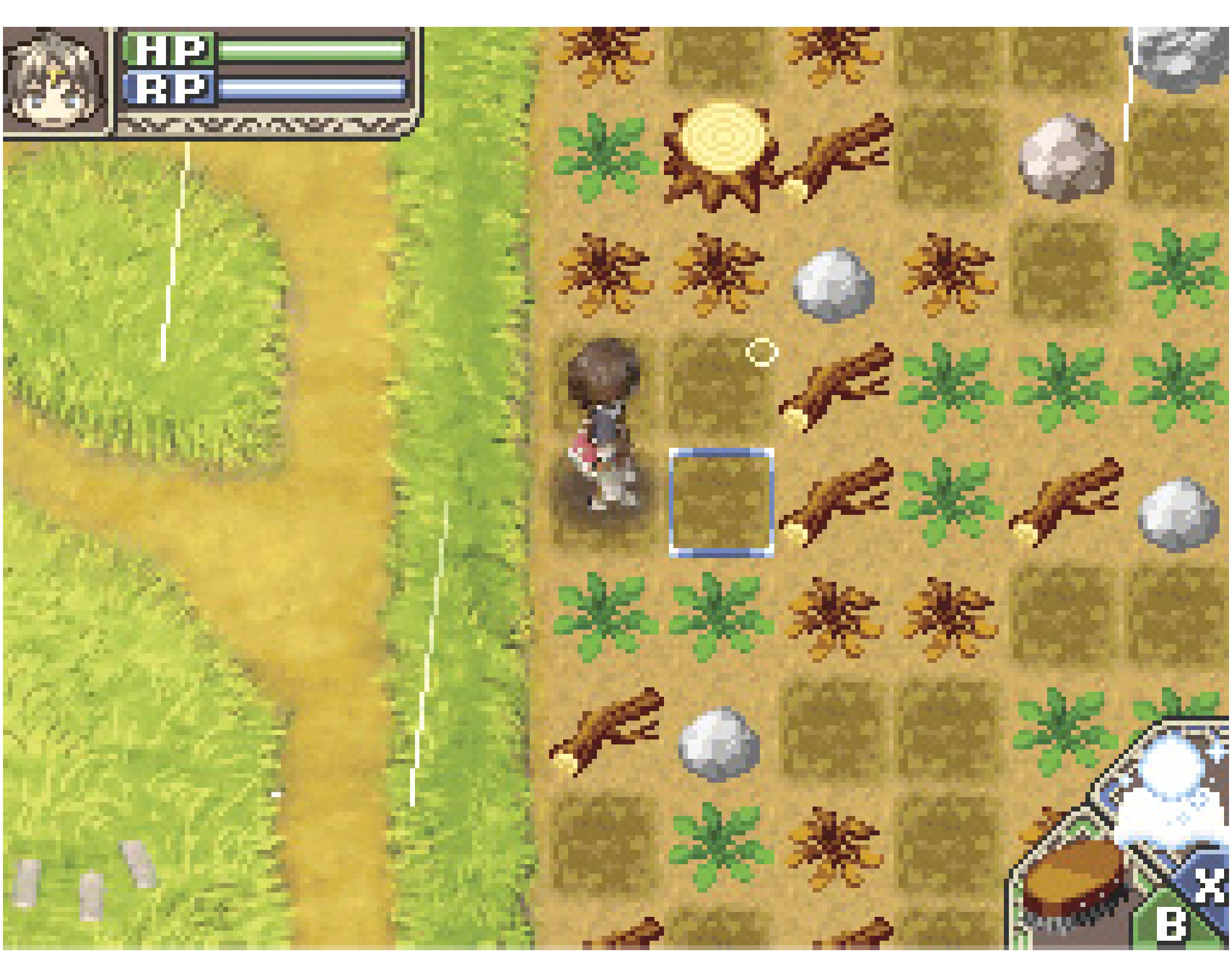
RAGUNA

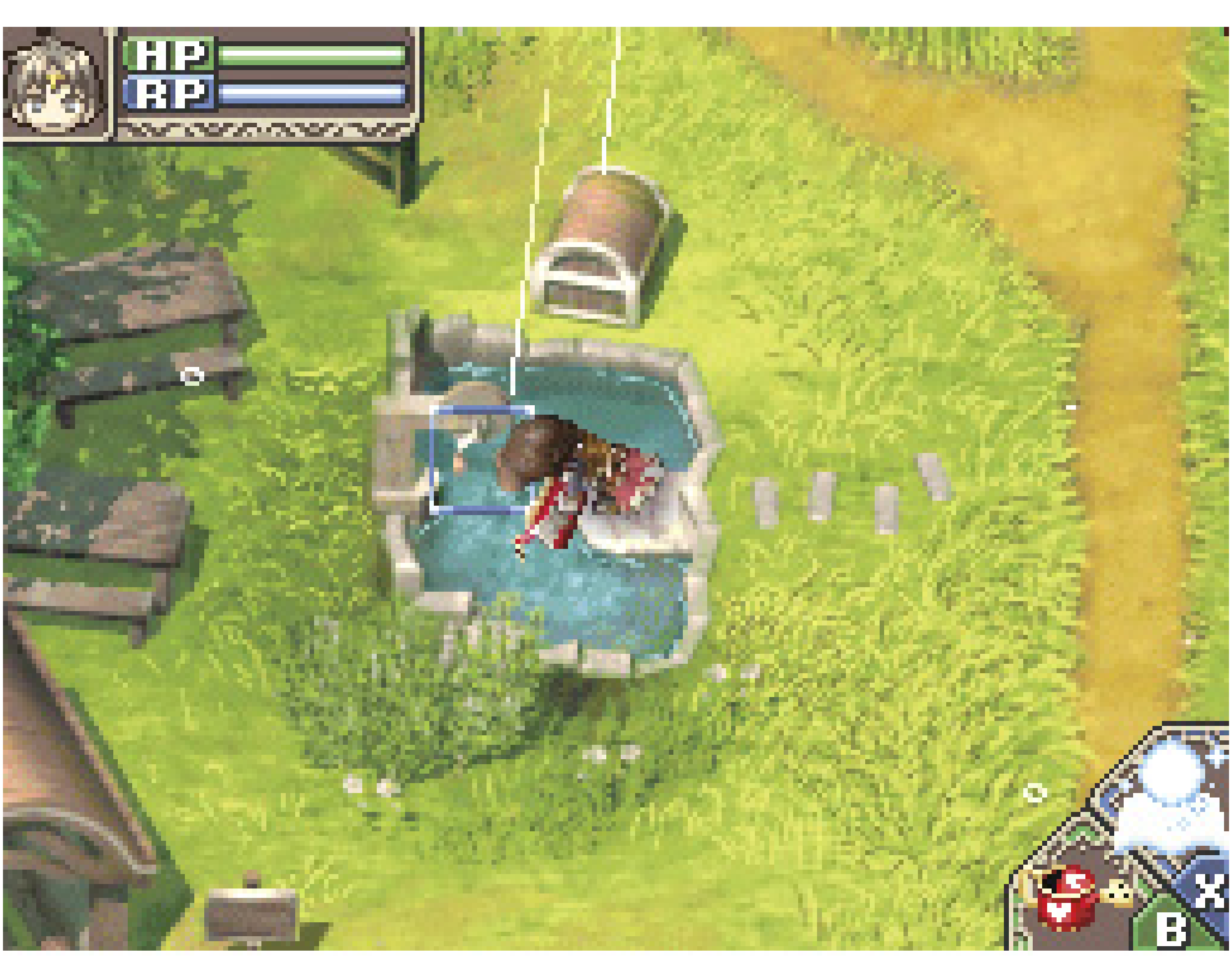
Ahh,
Grimoire's scales are here.
I'm so relieved.



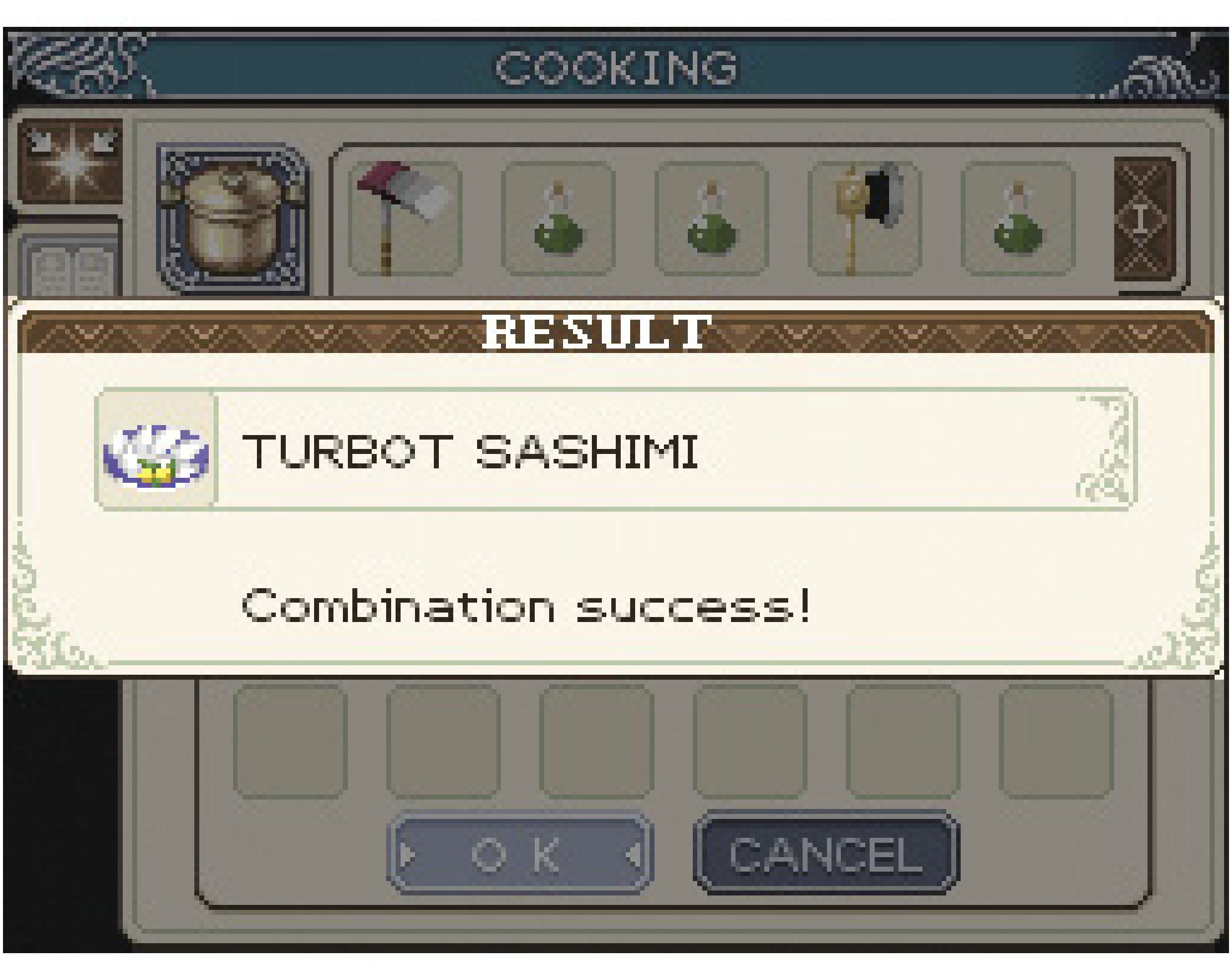
SHIPPING HISTORY

| ITEM NAME | TOTAL |
|---|---|
| DIAMOND | 211680 |
| SILVER | 149200 |
| SAPPHIRE | 82600 |
| GOLD | 64200 |
| IRON | 39500 |
| RUBY | 35000 |
| FIRE CRYSTALS | 15680 |





*Rune Factory: A Fantasy Harvest Moon* was quite different from the farming sims that share its heritage, but many of the series staples carried over. Raguna could marry any of eleven bachelorettes, the most in any game in the series. Fishing, cooking, and attending festivals were all possible as well. This isn't to say there weren't new rules to learn. Farming, for example, consisted of a whole new suite of crops that could be grown both on the farm and inside the caves, where a particular seasonal climate was held constant.

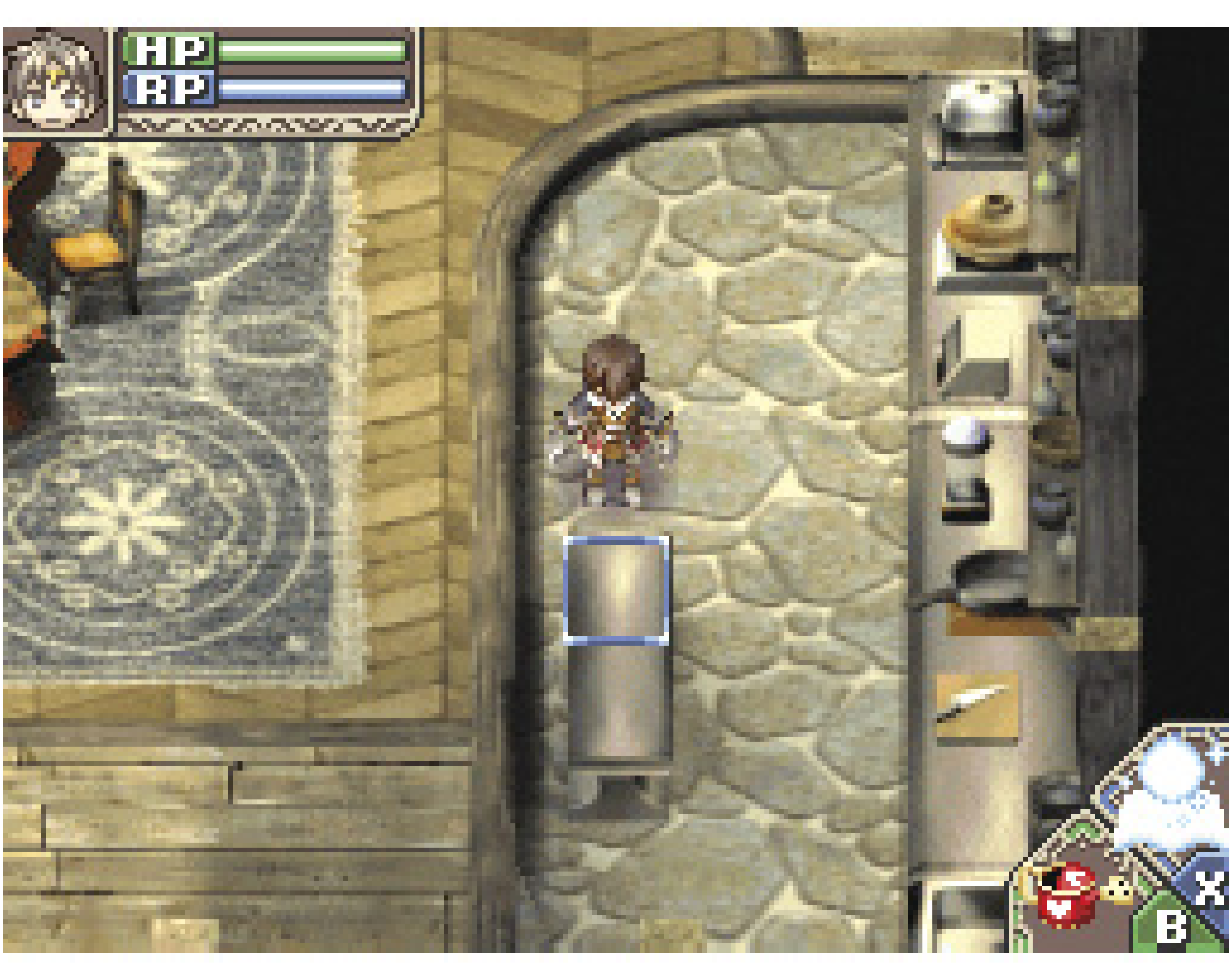


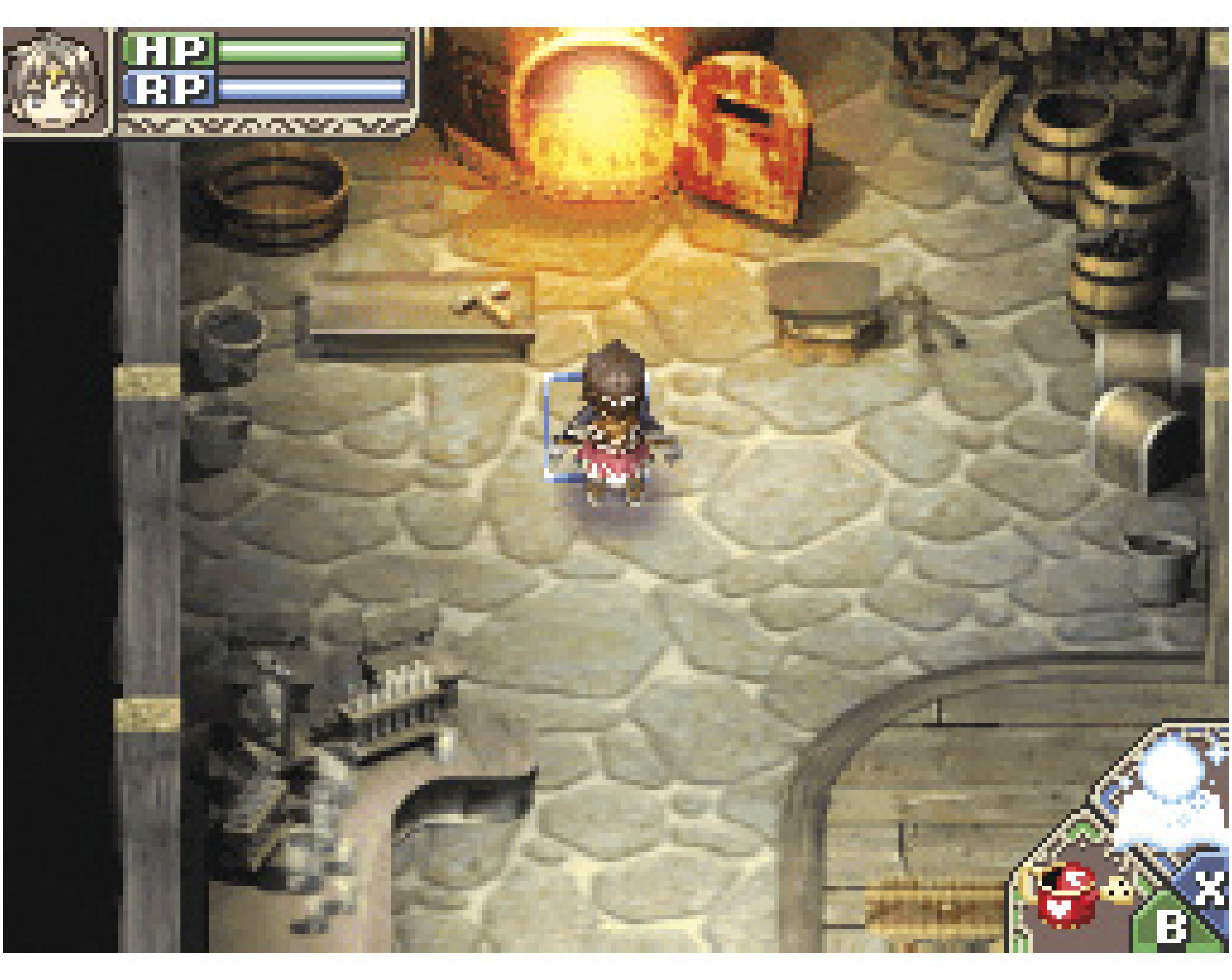
COOKING

RESULT

TURBOT SASHIMI

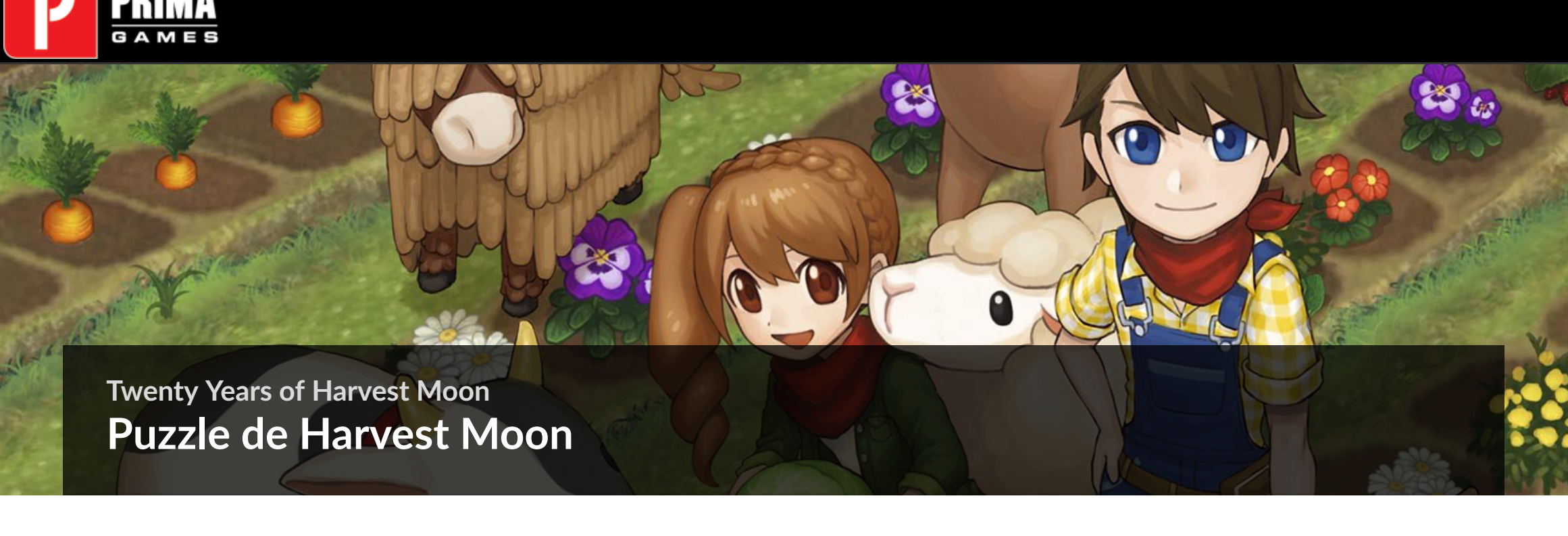
Combination success!





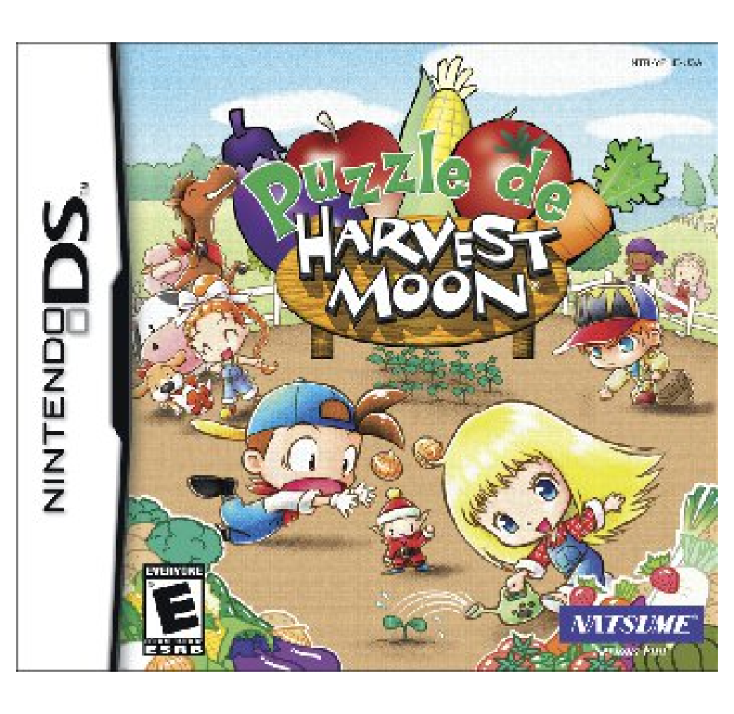
## Fun Facts

- Some crops were only available after the main story was completed. These Phantom Crops took more than thirty days to grow.
- With over sixty different monsters inhabiting the caves, each with its own abilities and stats, there was a lot to keep track of.
- Ensuring there was no confusing *Rune Factory* for a normal *Harvest Moon*, Raguna could cast Fireballs and Water Lasers, and could perform Meteor attacks!
- It was also possible to befriend monsters and gain goods from them that could be sold later.
- *Rune Factory: A Fantasy Harvest Moon* was the first game in the series to use hand-drawn aesthetics for the backgrounds, adding an elegant, classic appearance to the game.



Twenty Years of Harvest Moon

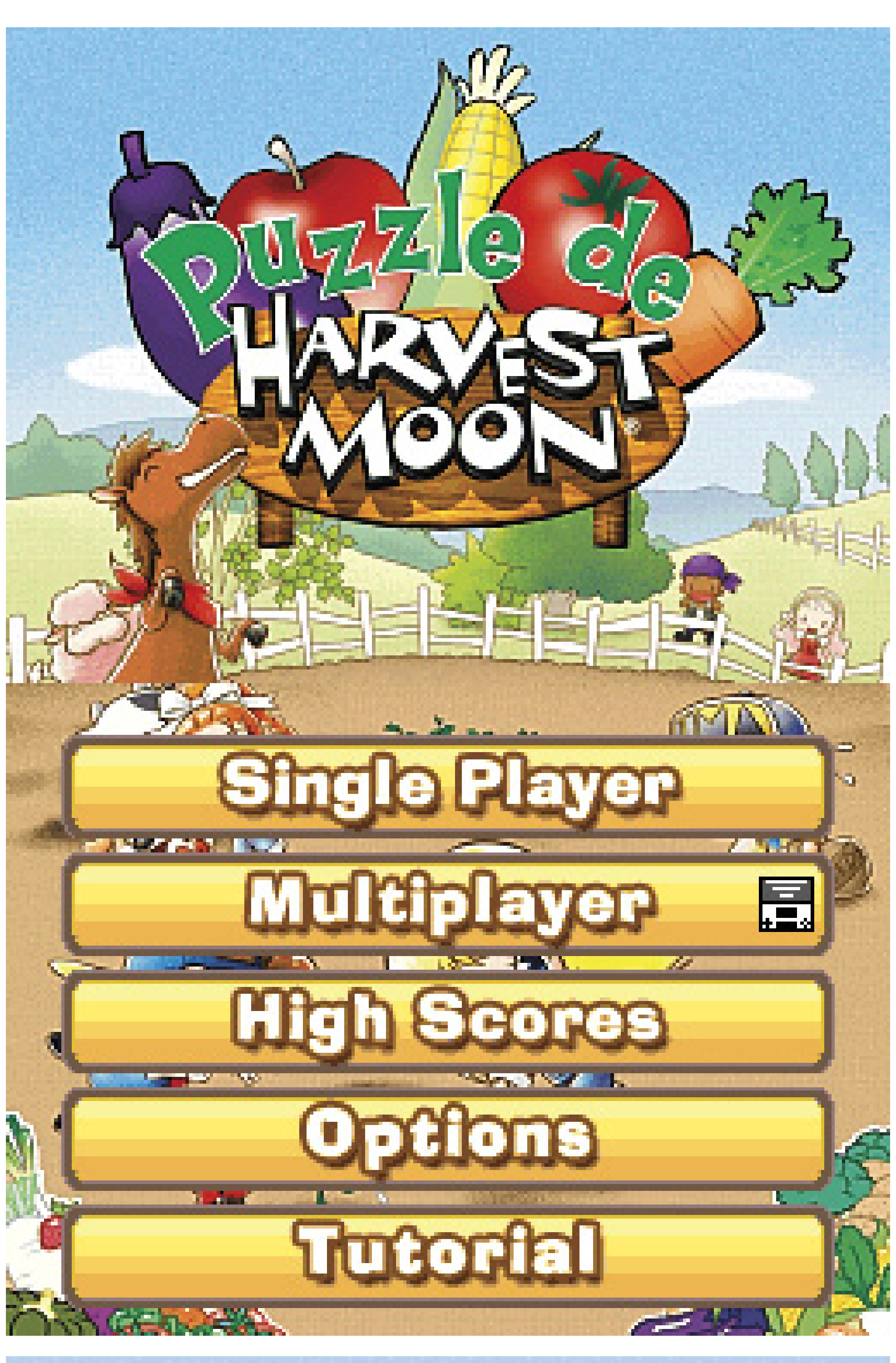
# Puzzle de Harvest Moon

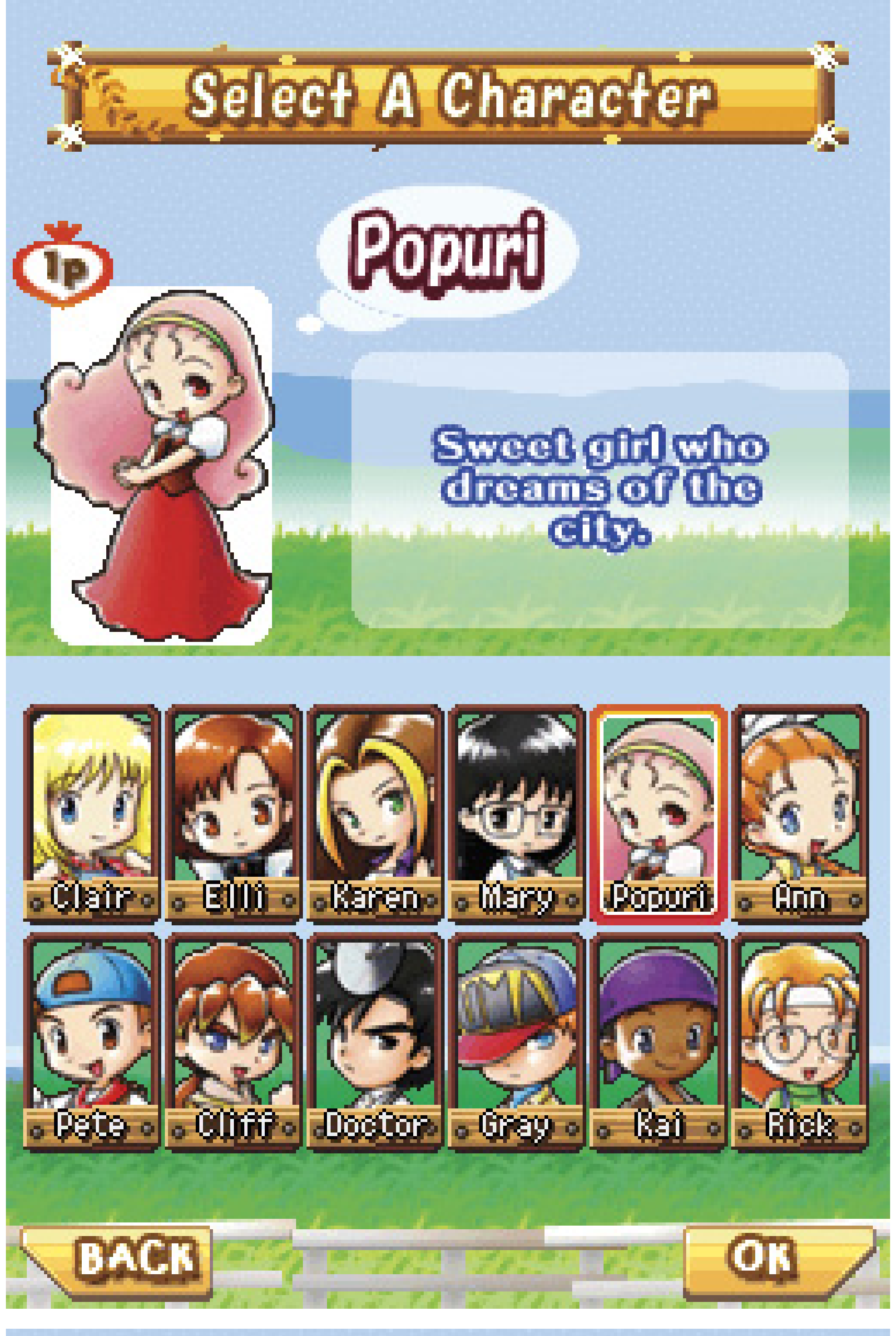

NINTENDO DS
EVERYONE
NATSUME

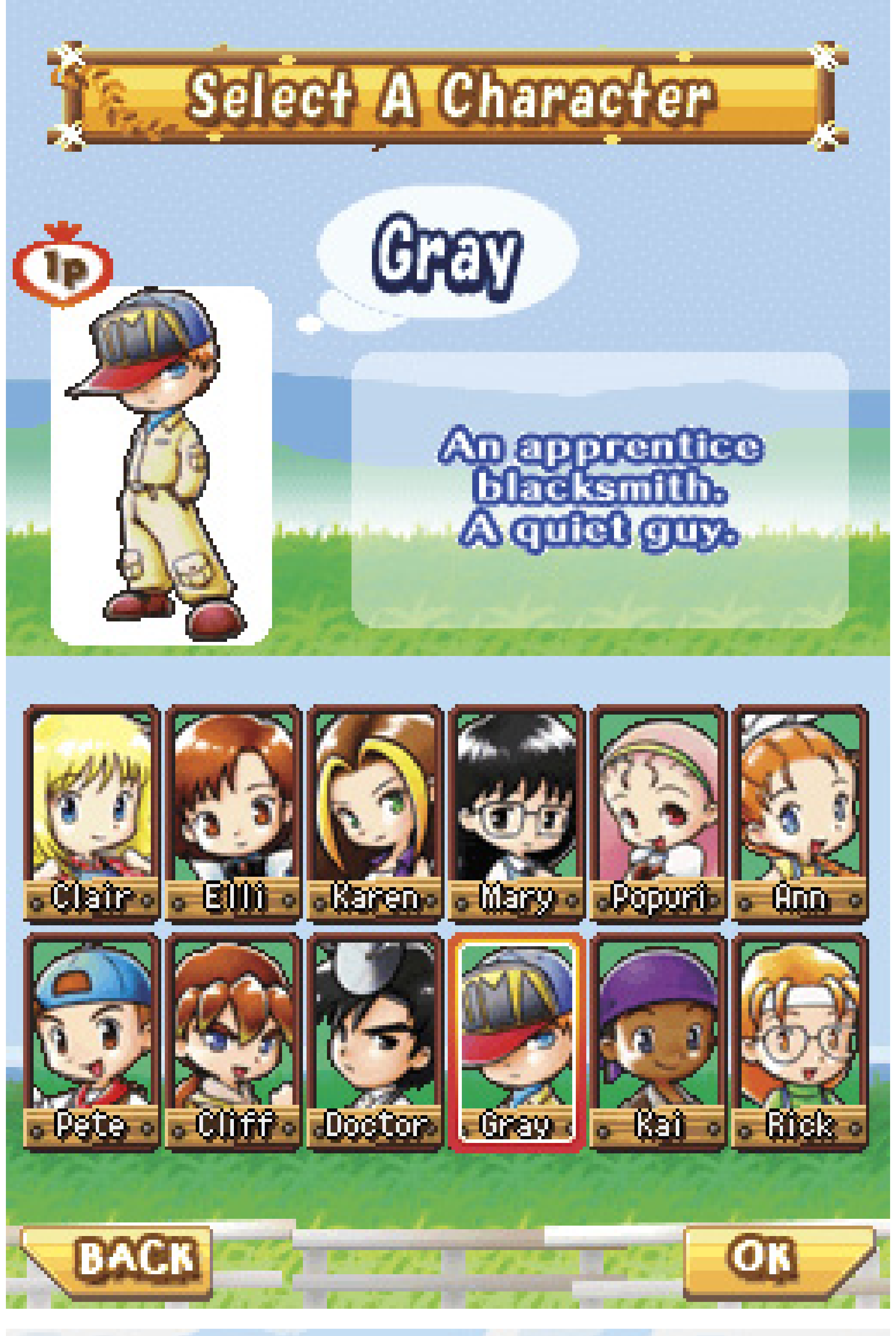
## Release Dates

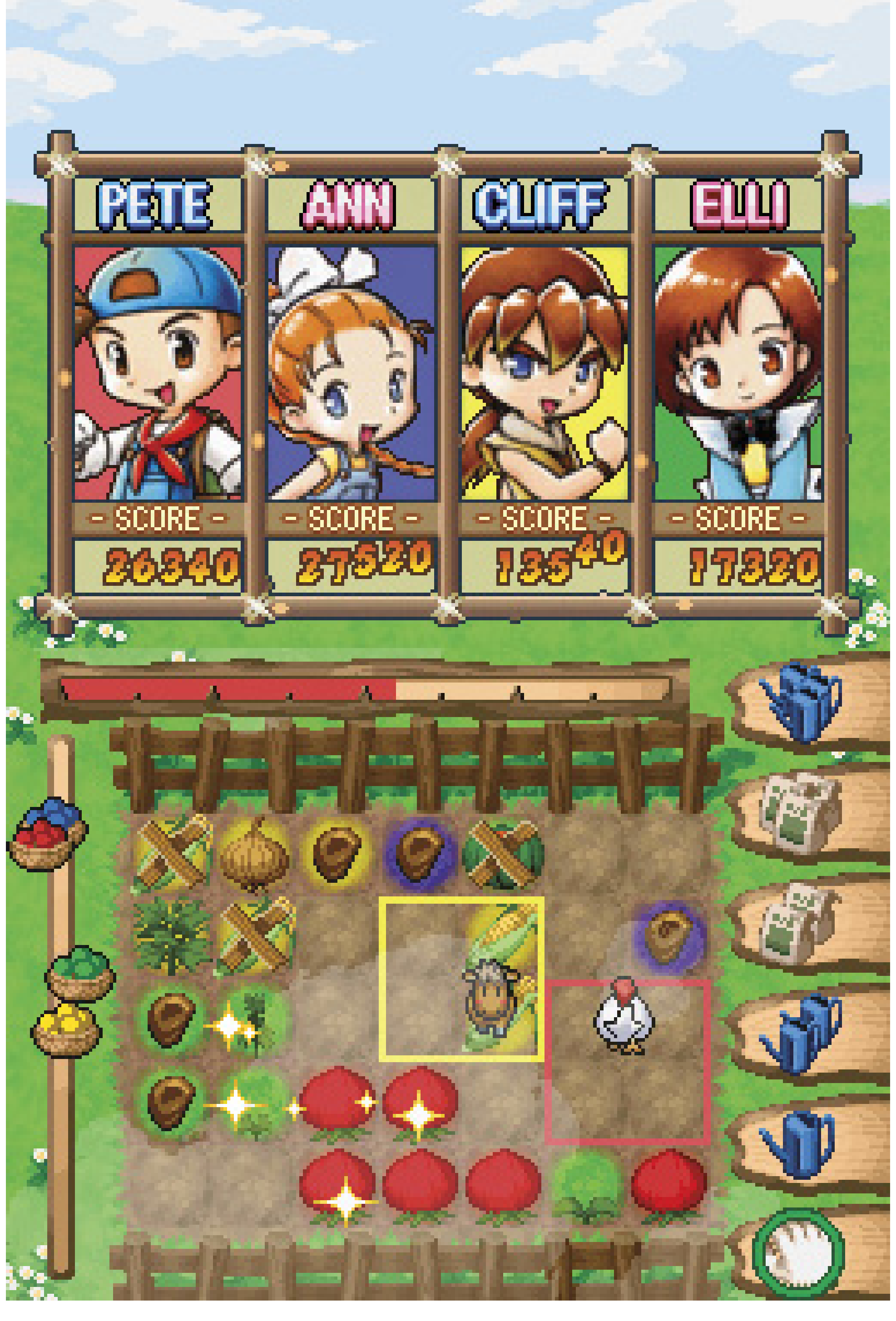
| Platform | North America | Europe |
|---|---|---|
| DS | November 6, 2007 | — |

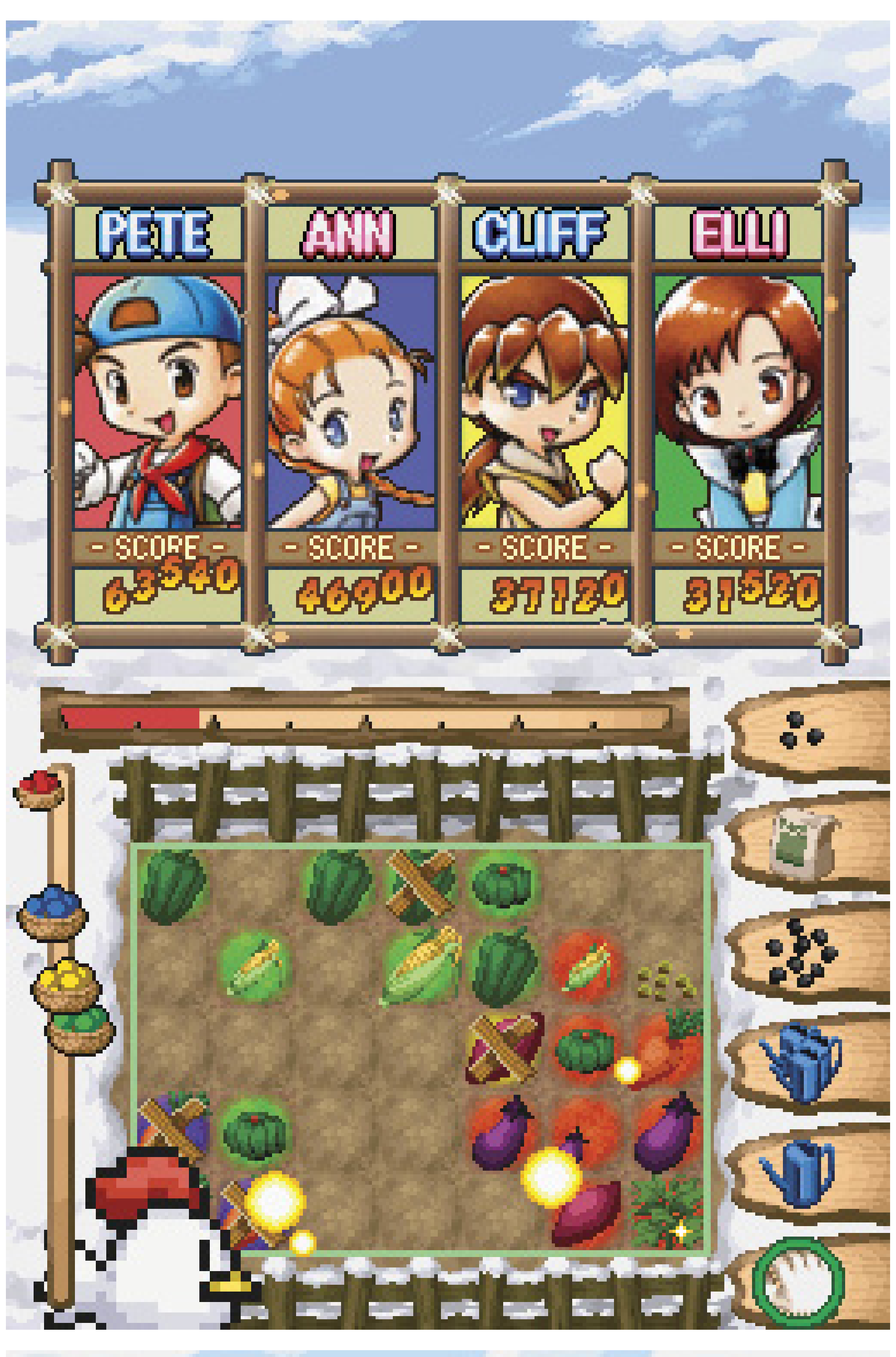
The first true spin-off in the *Harvest Moon* franchise came in 2007, in the form of a puzzle game for the Nintendo DS. *Puzzle de Harvest Moon* challenged the player to grow and harvest crops for points in a race against three AI-controlled players (or other friends via WLAN) competing on the same field. Gameplay took place in real-time at a frenetic place, often resulting in frantic scribbling with the DS stylus as players raced to harvest as many crops as they could.

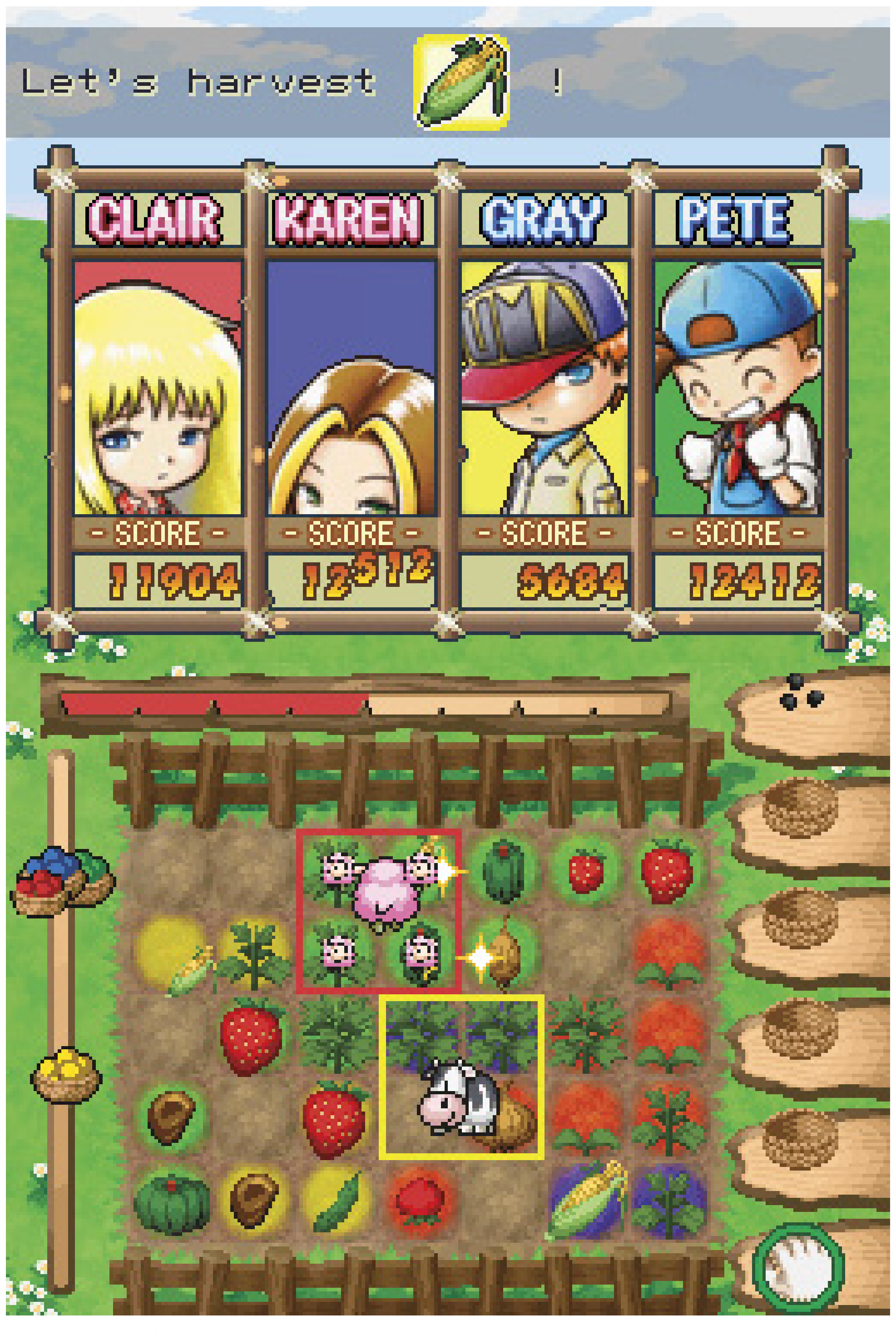

Single Player
Multiplayer
High Scores
Options
Tutorial


Select A Character
Popuri
Sweet girl who dreams of the city.
BACK
OK

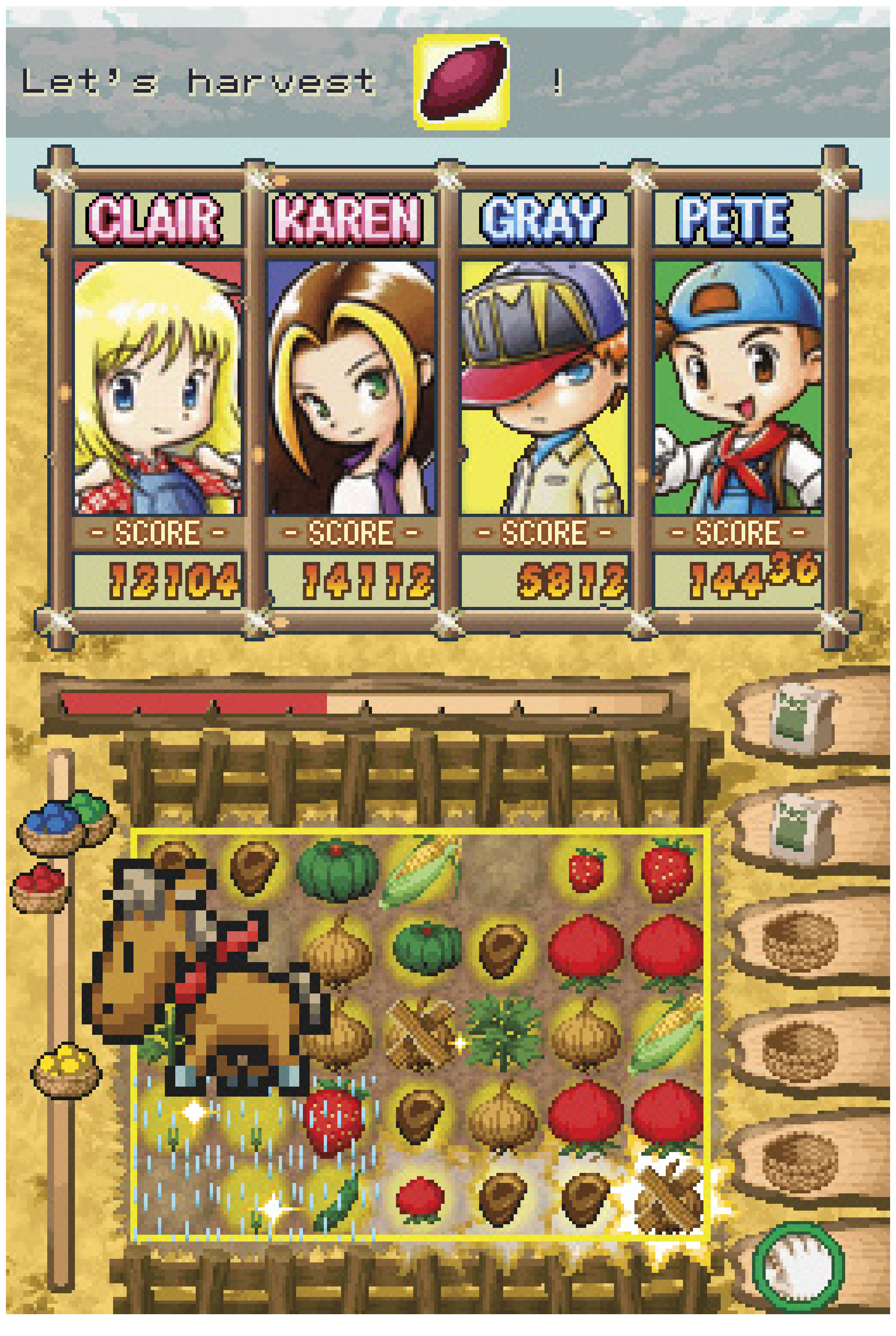

Select A Character
Gray
An apprentice blacksmith. A quiet guy.
BACK
OK

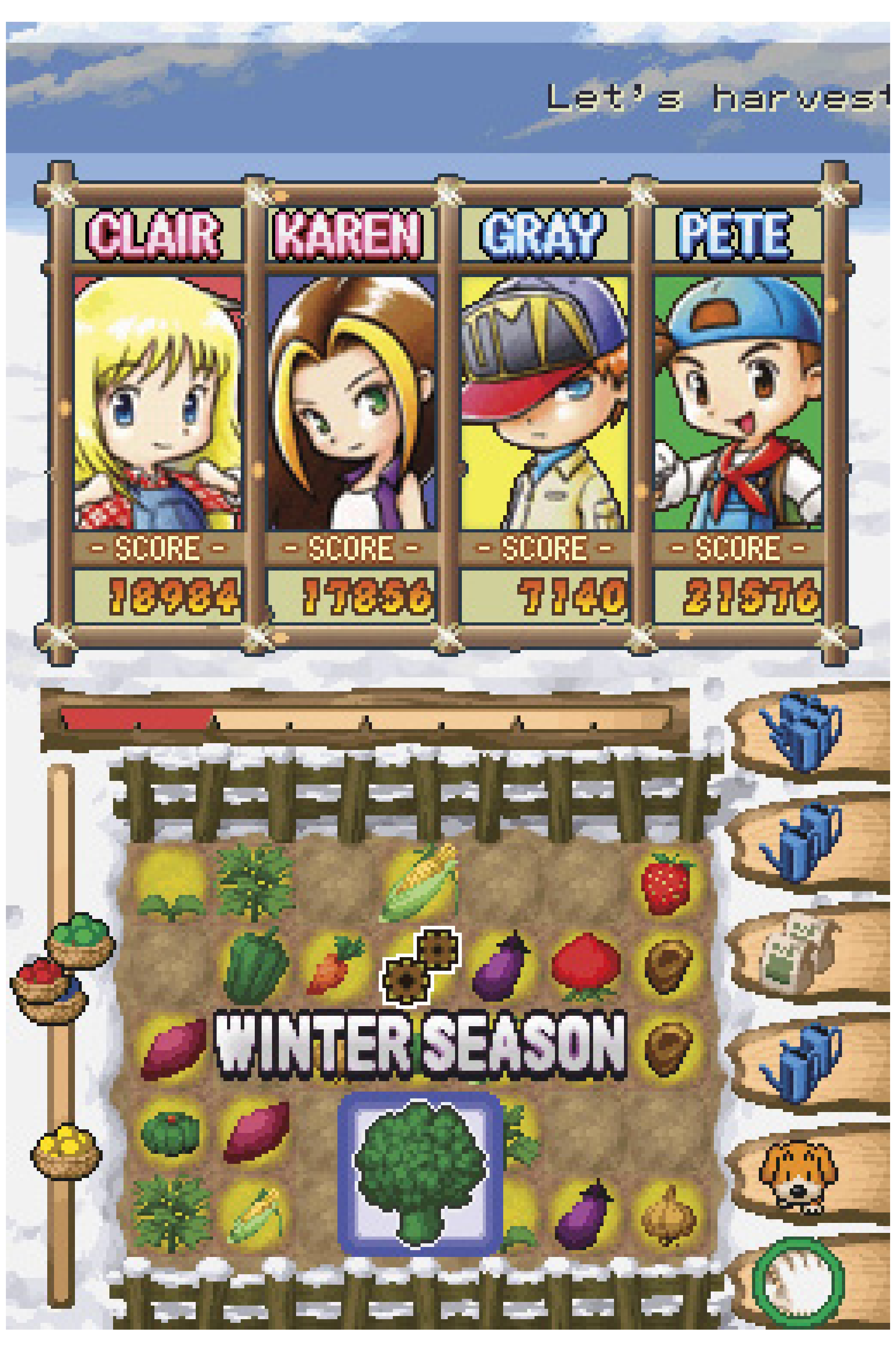

PETE
ANN
CLIFF
ELLI
SCORE

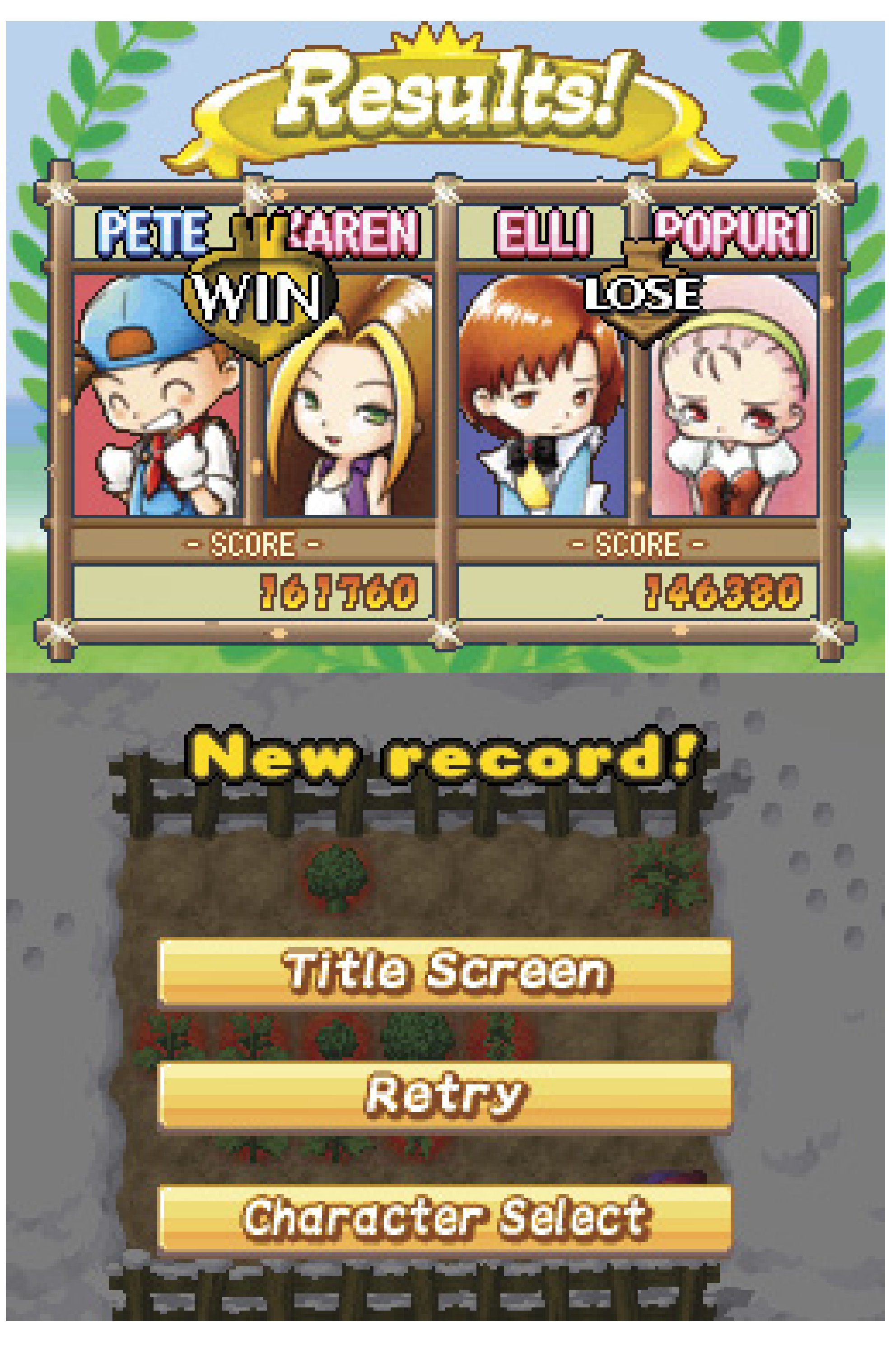

PETE
ANN
CLIFF
ELLI
SCORE

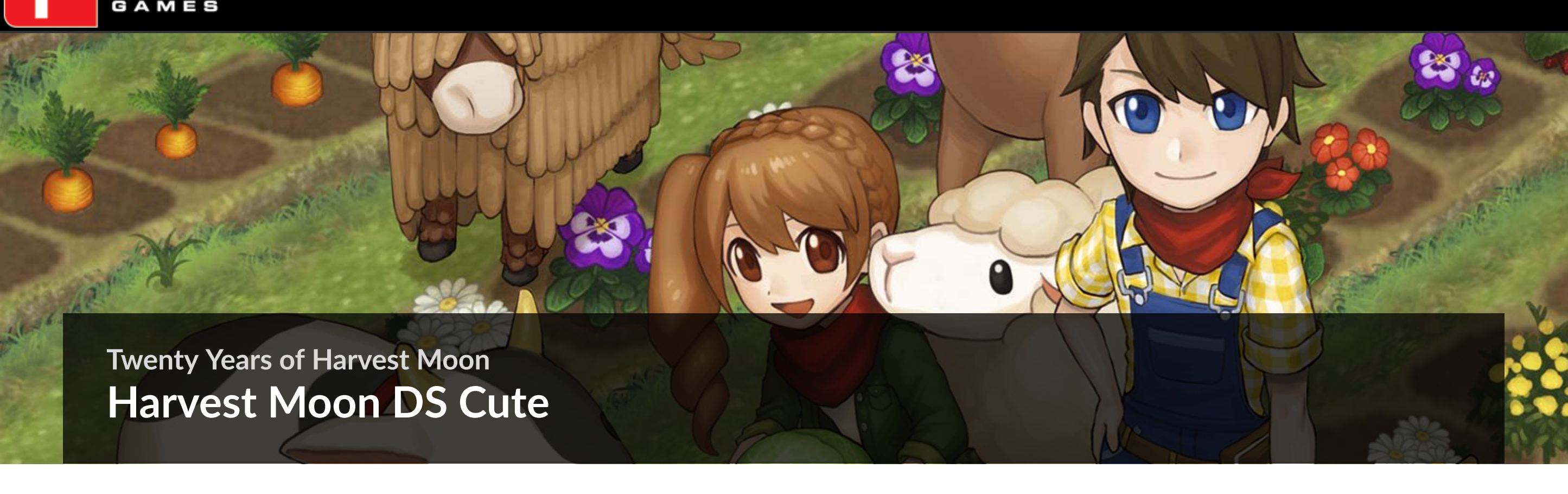

Let's harvest !
CLAIR
KAREN
GRAY
PETE
- SCORE -
11904
12512
5684
12412

A big part of the game's appeal was that players could sabotage one another, thus making it important to use your pet dog to protect your crops. Other animals earned you bonuses too, while often obscuring the opposition's view of the field. *Puzzle de Harvest Moon* contained multiple single-player modes, a two-versus-two mode, and also the ability to play multiplayer with a single cartridge. The game was known for its challenging gameplay, as well as its unique use of the characters from *Harvest Moon: Back to Nature*.


Let's harvest !
CLAIR
KAREN
GRAY
PETE
- SCORE -
12104
14112
5812
14436


Let's harvest
CLAIR
KAREN
GRAY
PETE
- SCORE -
18984
17856
7140
21576
WINTER SEASON

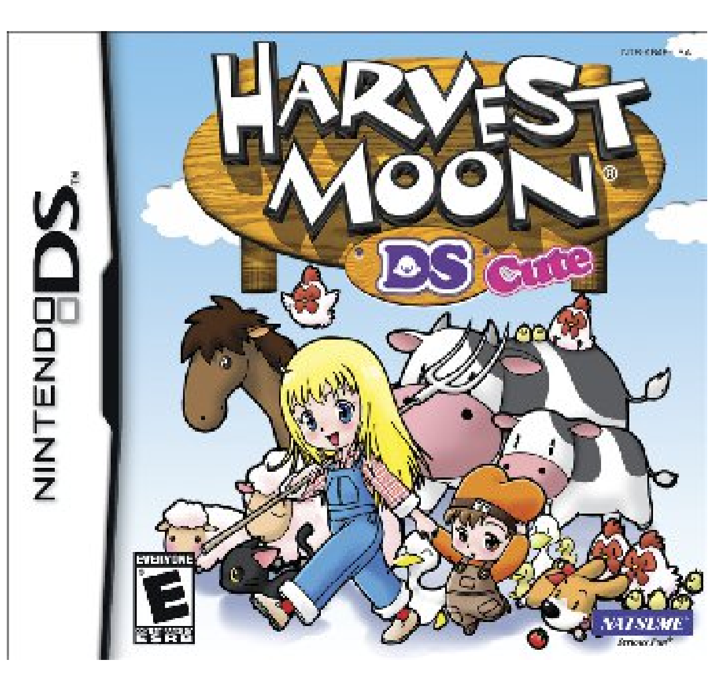

Results!
PETE
KAREN
WIN
ELLI
POPURI
LOSE
- SCORE -
New record!
Title Screen
Retry
Character Select



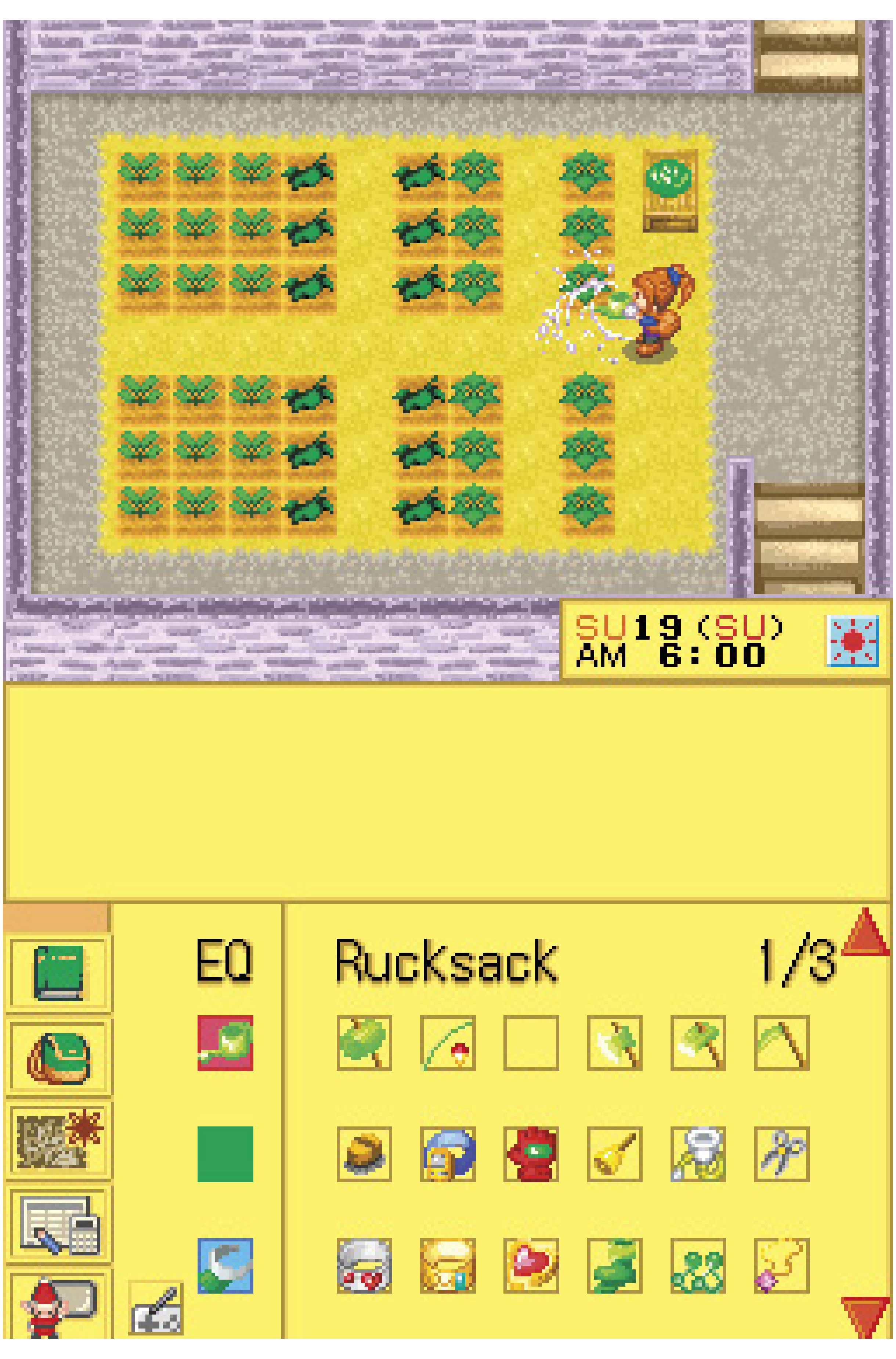
Twenty Years of Harvest Moon

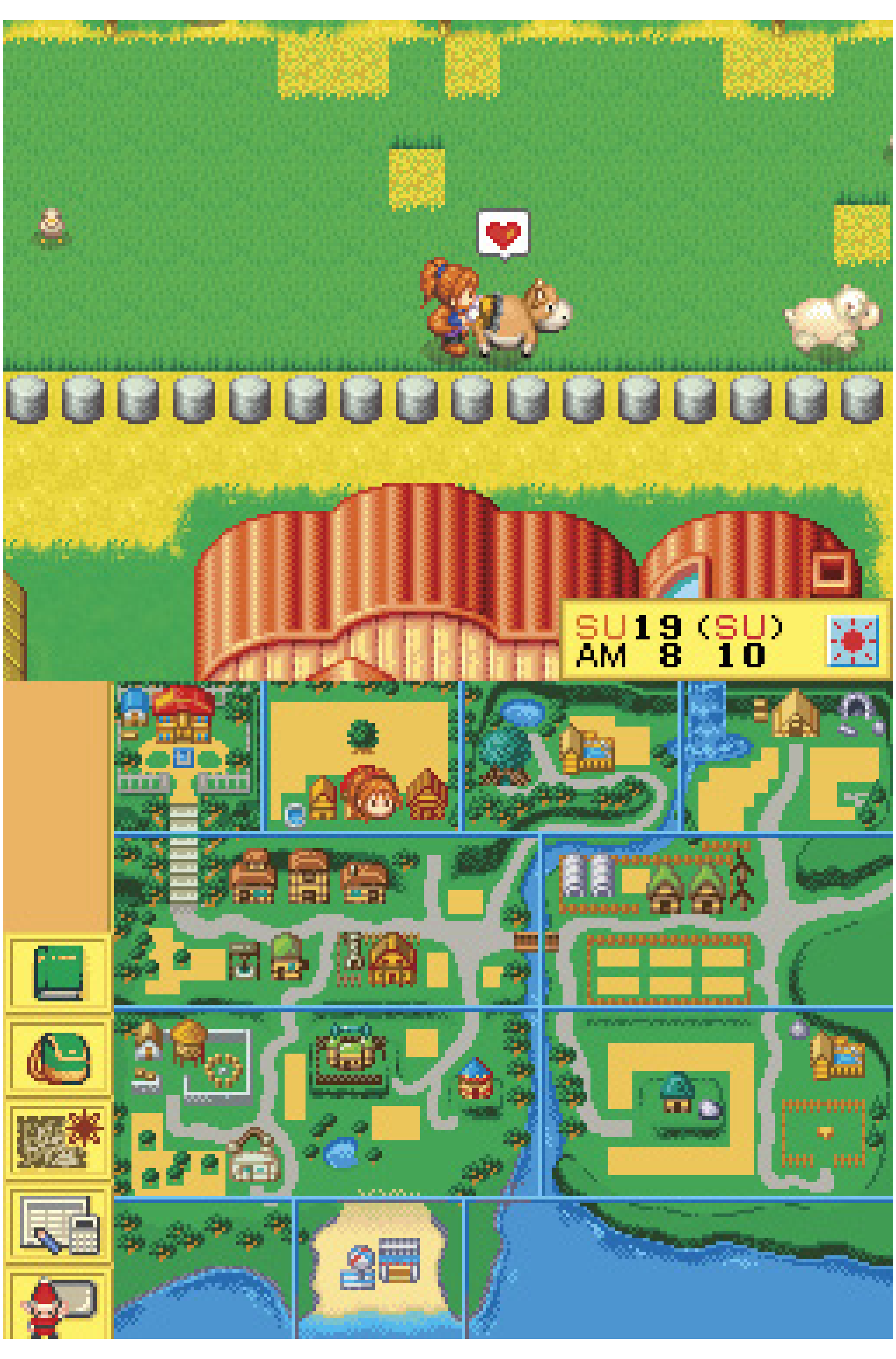
# Harvest Moon DS Cute

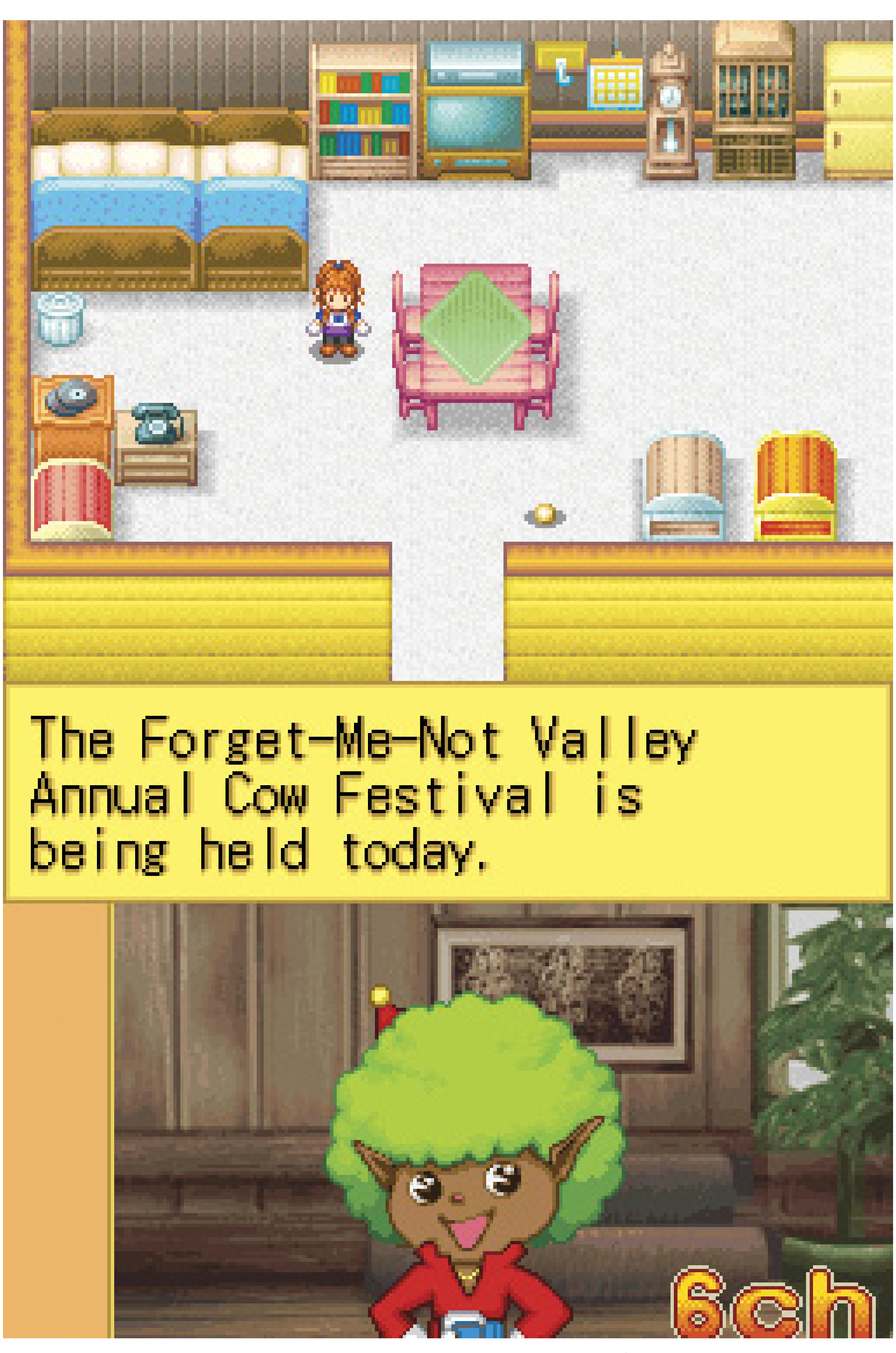
HARVEST MOON
DS Cute



| Release Dates | | |
|---|---|---|
| **Platform** | **North America** | **Europe** |
| DS | March 25, 2008 | – |





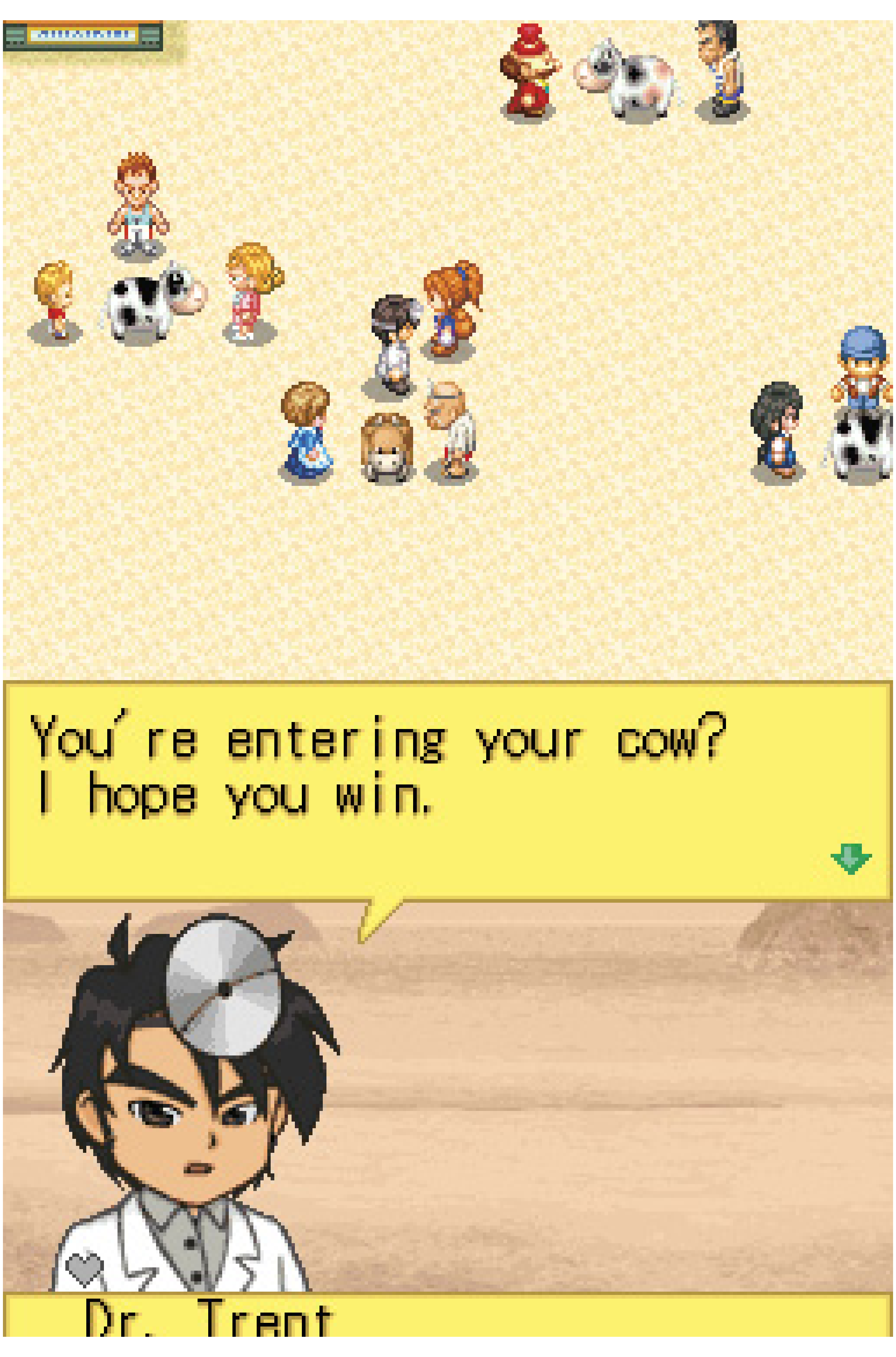


The Forget-Me-Not Valley Annual Cow Festival is being held today.

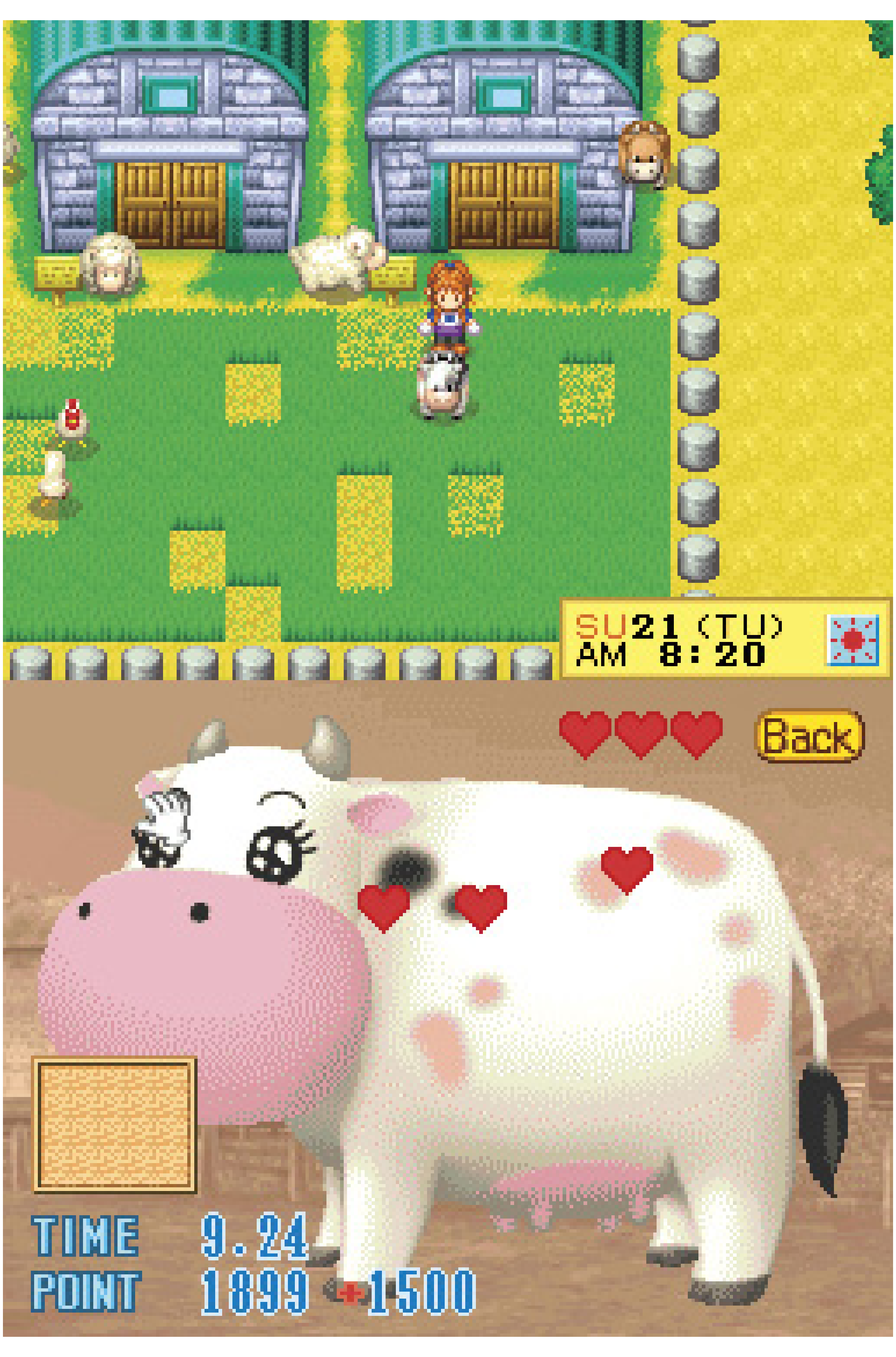
Players returned to Forget-Me-Not Valley again in 2008, this time as a female character (either the character from *Harvest Moon: Another Wonderful Life* or *Harvest Moon: More Friends of Mineral Town*) in *Harvest Moon DS Cute*.

This time around, rather than the Harvest Goddess and Witch Princess involved in an argument, it was the Harvest God who turned the Harvest Goddess to stone. Nevertheless, the player's goal was to once again return the 101 Harvest Sprites and save the Harvest Goddess.

As with the prior games that introduced a female playable character, *Harvest Moon DS Cute* had a host of bachelors to marry, including Skye and Mason, who were new to the worlds of Mineral Town and Forget-Me-Not Valley. In addition to wearing different outfits (the bachelors also changed their outfits regularly), the player could alter the carpet and wallpaper in the home and have either a son or daughter once married. Upon starting a new game, the player was quizzed to see which character they would play.



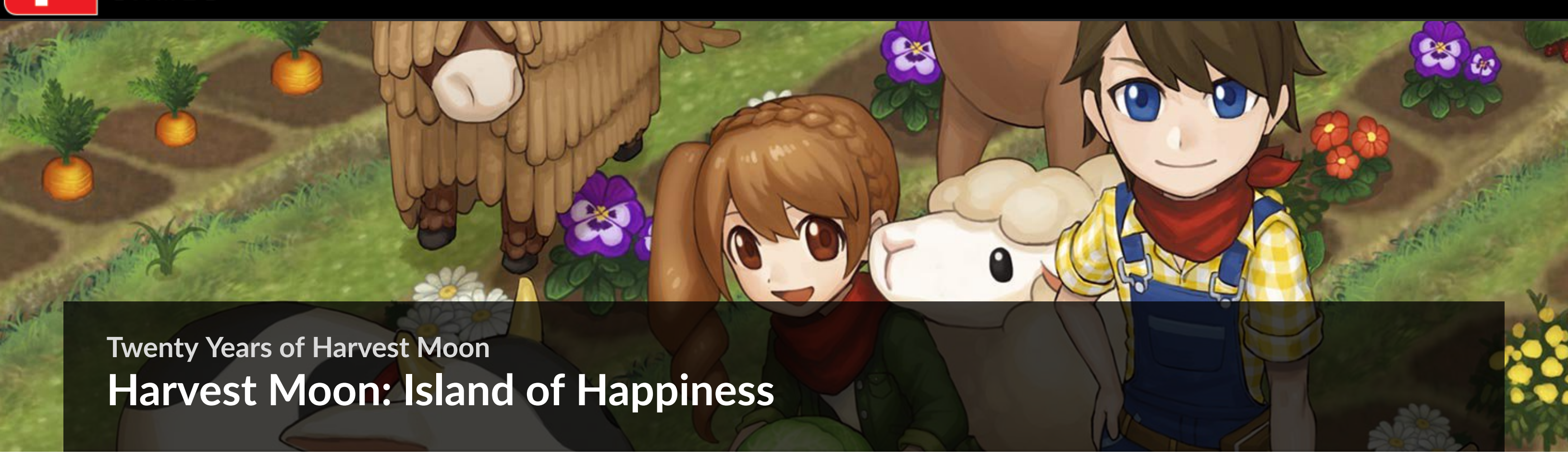
You're entering your cow?
I hope you win.



SP 19 (TH)
AM 9 30

## Fun Facts

- Changing your clothes each day had a major impact on your ability to woo a bachelor! Each bachelor's affection for the player character rose by 200 points each day she changed her clothes.
- Minor changes were made to the casino games in this version, such as removing "even" bets and allowing the player to keep their bet in play in the event of a tie.
- Many new interactions with other characters were added to this version of the game, including those that were in the Japanese version of *Harvest Moon DS* but had never appeared in the English version before.
- By getting the Love Bangle from the casino, the player could identify how many Affection Points were earned from the gifts given to the bachelors.
- The Touch Glove made it possible to sheer sheep in record time by using the stylus on the lower screen of the DS.



Twenty Years of Harvest Moon

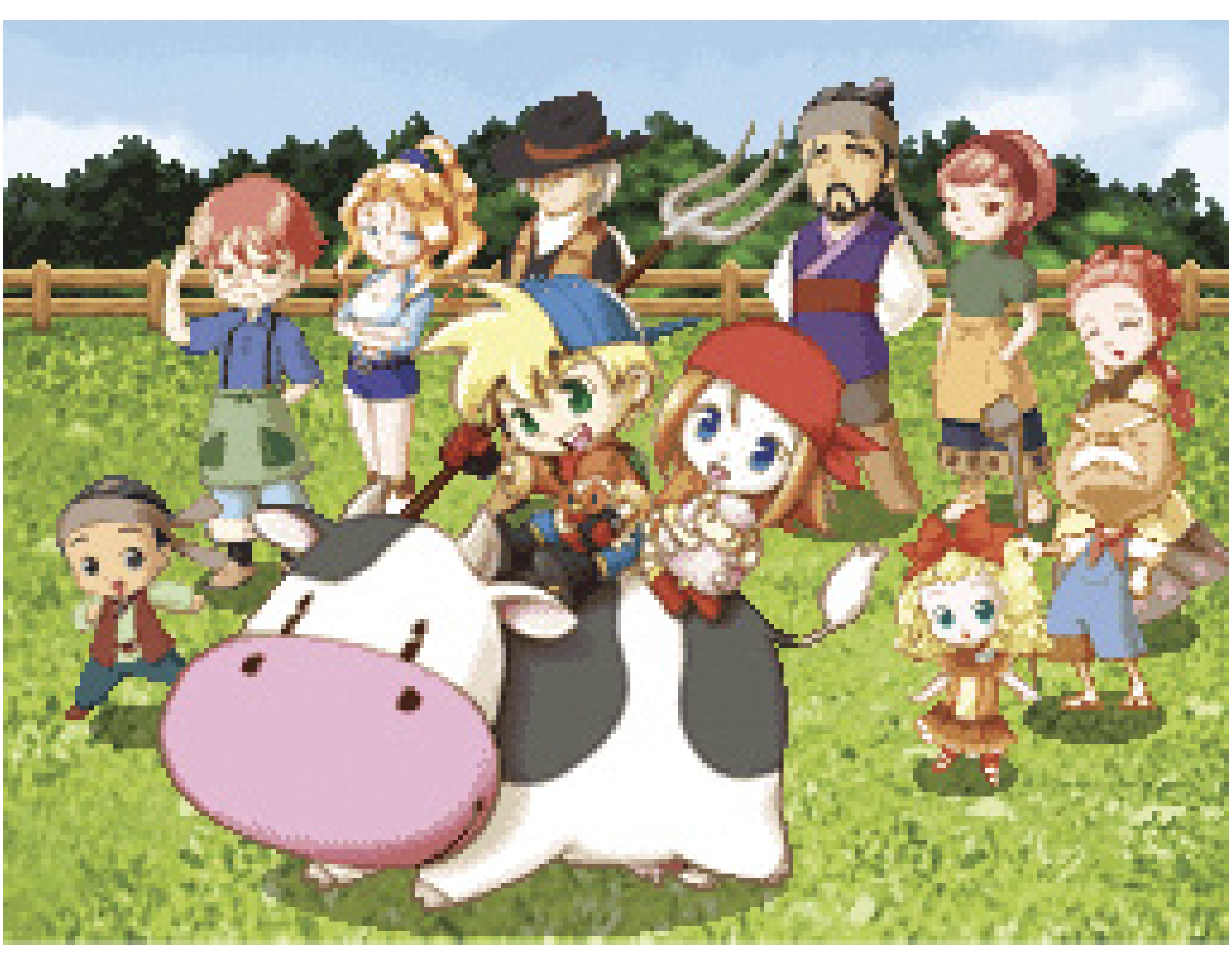
# Harvest Moon: Island of Happiness

NINTENDO DS
HARVEST MOON DS
Island of Happiness
NATSUME

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| DS | August 26, 2008 | December 2008 |

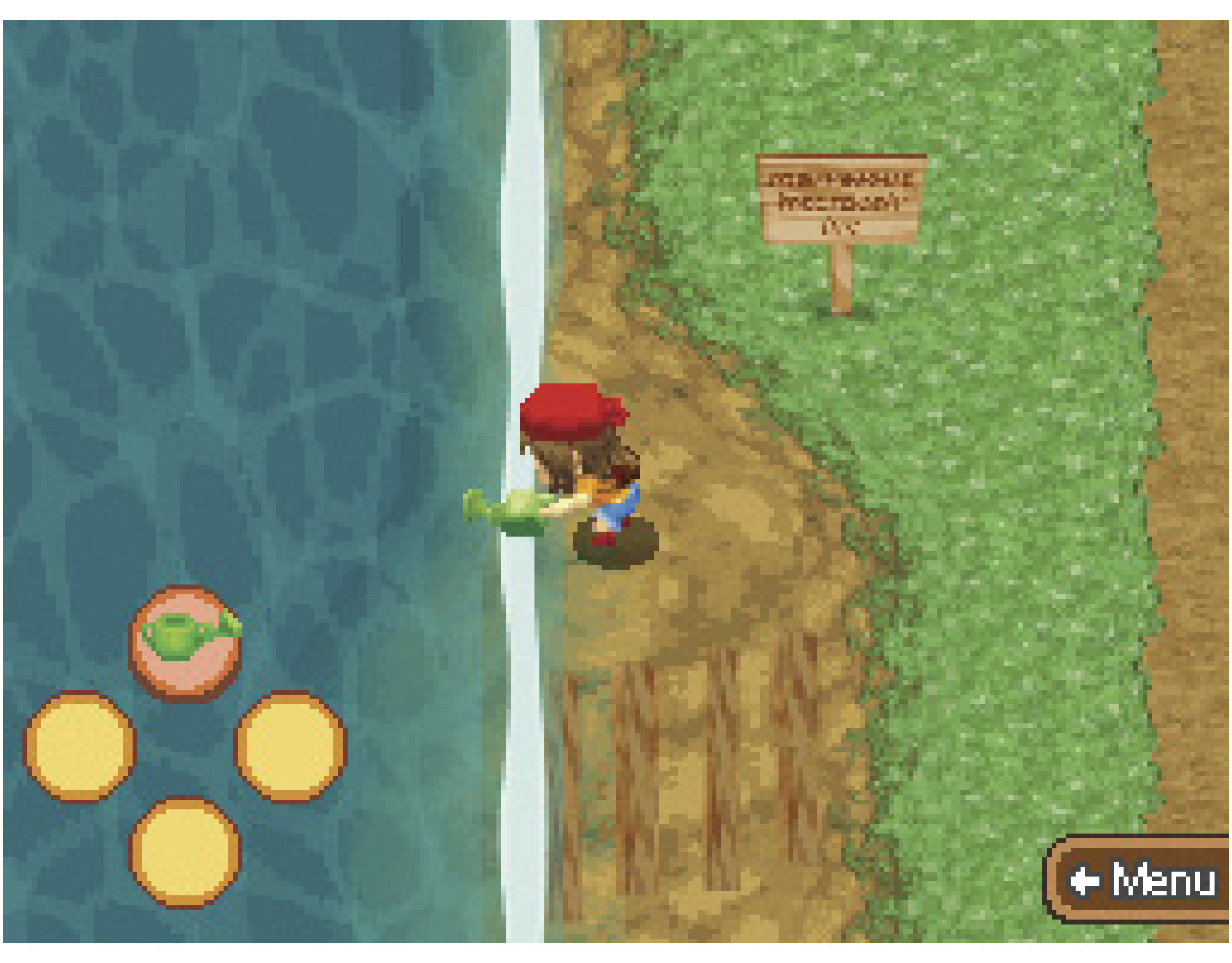
Just five short months after *Harvest Moon DS Cute* released in North America, another game in the series launched on the same platform. *Harvest Moon: Island of Happiness* featured an entirely new cast of characters, a new story, and a whole lot of touchscreen usage! Setting a precedent for later games in the series, this new entry launched with both a male and female character, breaking from the pattern of releasing a special female-oriented version separately.



And, well, I heard you might need a horse at your ranch.

Chen

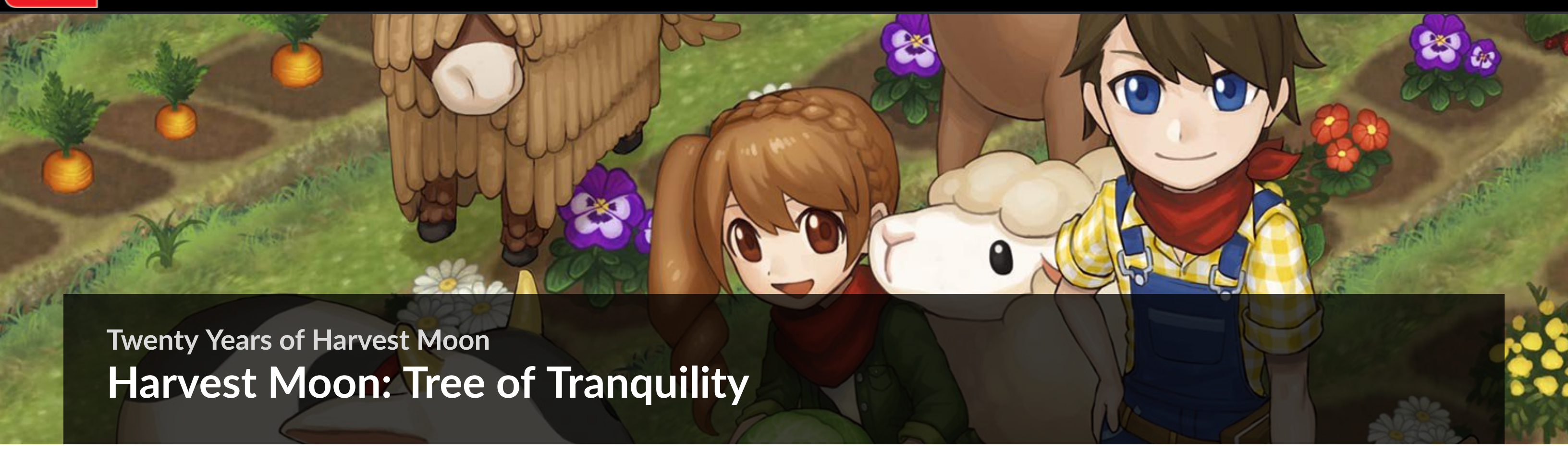
Regardless of your choice between Mark and Chelsea, the player character sailed off on a ship in search of a faraway island where they could become a farmer. After you shipwrecked on an island, a helpful character named Taro led you to a ranch atop the island's mountain. And thus began the latest entry in the farming simulation.



Unlike the prior games to release on the Nintendo DS, *Harvest Moon: Island of Happiness* really stressed the system's unique abilities. All movement and actions were performed using the stylus on the touchscreen, while the D-Pad was used exclusively for switching between tools and equipment. An online leaderboard system allowed farmers to rank their ranches against other players. Additionally, it was possible to conduct online voice chat sessions using the built-in microphone.

## Fun Facts

- Unlike many other games in the series, where characters were always happy to receive gifts, the player had to talk to a character for at least three days before they accepted any gifts.
- *Harvest Moon: Island of Happiness* introduced more than thirty new characters to the series, including the new playable characters, Chelsea and Mark.
- Although it had become common to contend with rival bachelors and bachelorettes, this was the first time other couples married and, in certain instances, had a child. Those who played long enough could see multiple new children in town!
- Though there was only one mine on the island, players who plumbed the depths of the mine often earned a new recipe for every second trip to the bottom they endured. There were 195 recipes in the game!
- Tools in *Harvest Moon: Island of Happiness* contained what was known as Wonderful Stone Slots, which could be equipped with mysterious items called Wonderfuls that granted myriad bonuses. Wonderfuls were obtained by winning various festival events.



Twenty Years of Harvest Moon

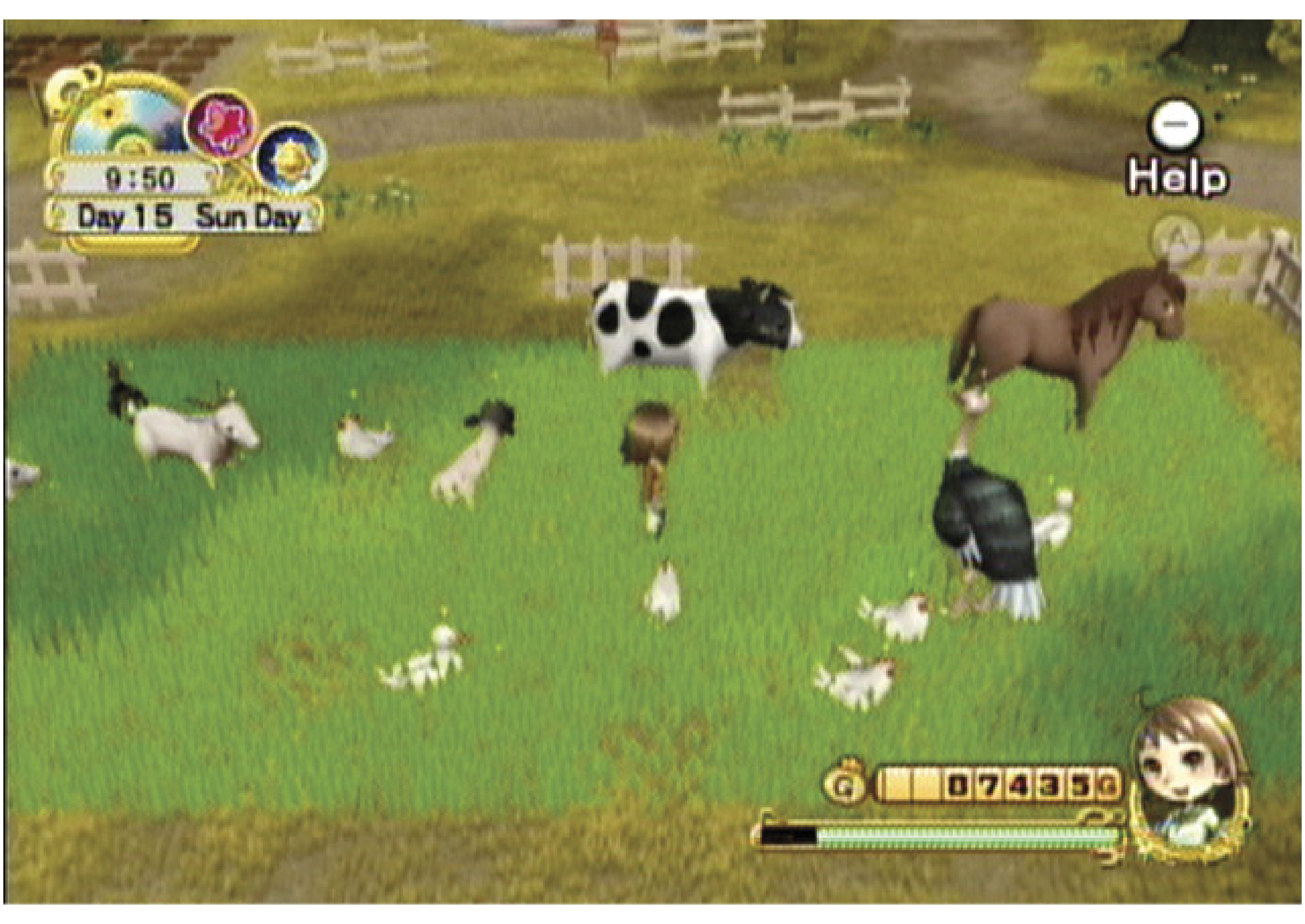
# Harvest Moon: Tree of Tranquility

Wii
HARVEST MOON
TREE OF TRANQUILITY
EVERYONE
E
ESRB
NATSUME
Serious Fun

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| Wii | September 30, 2008 | October 2009 |

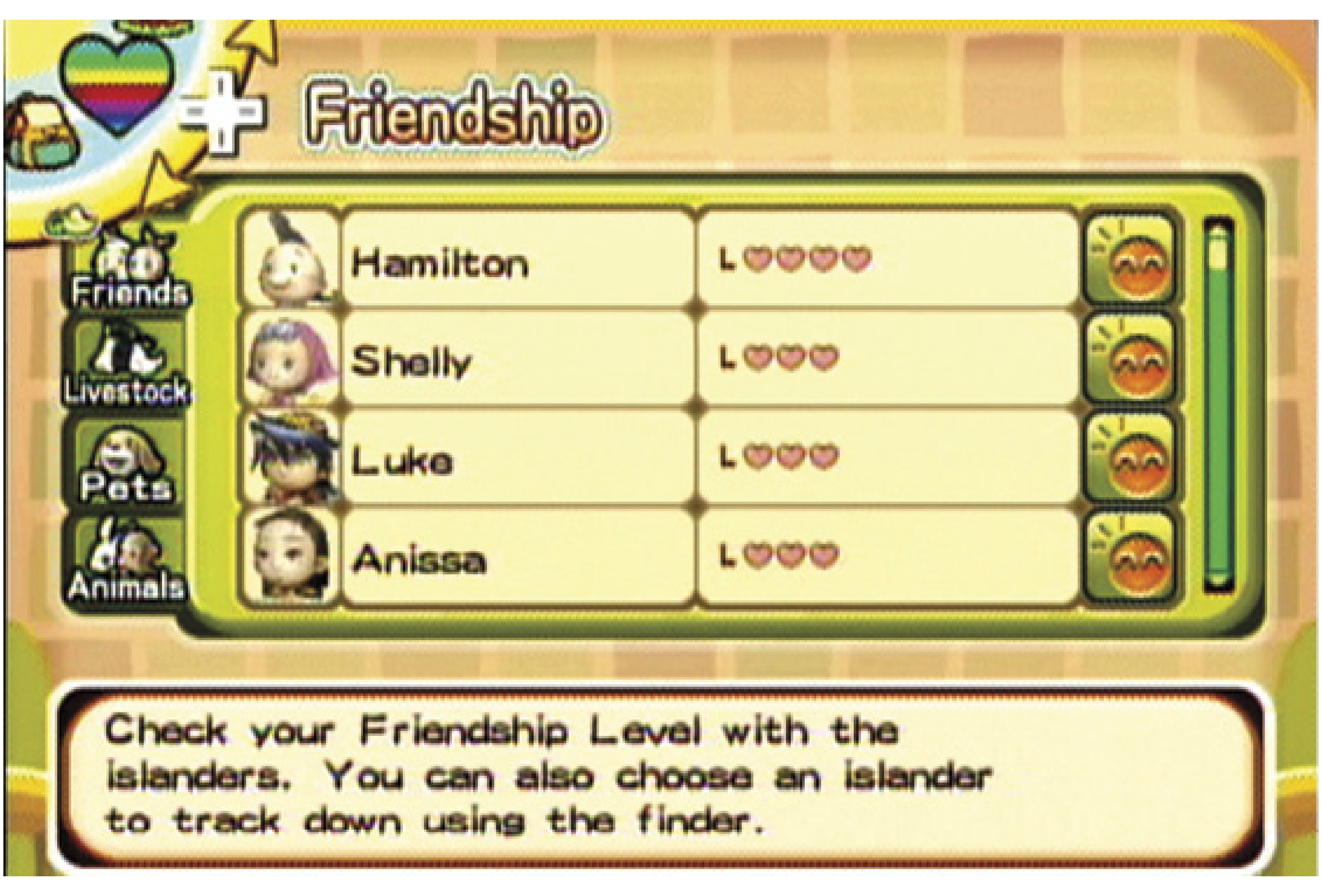
The first game in the series to be developed exclusively for the Wii, Harvest Moon: *Tree of Tranquility* took players to a new island filled with an entirely fresh set of characters. Upon waking up in Sundae Inn, Mayor Hamilton informed the player that the sacred tree on Waffle Island had died and the Harvest Goddess had disappeared. It was up to the player to restore the island by helping the Harvest Sprites create rainbows that would return the Harvest Goddess.


9:50
Day 15 Sun Day
Help
074350

Pascal
Moving along, now. Tell me, what was your name again?

9:20
Day 14 Sat Day
Very Blue Honey
Help
777030

Hamilton
Now, Oliver! Would you like a tour of Waffle Town?


Friendship
Friends
Livestock
Pets
Animals
Hamilton
Shelly
Luke
Anissa
Check your Friendship Level with the islanders. You can also choose an islander to track down using the finder.

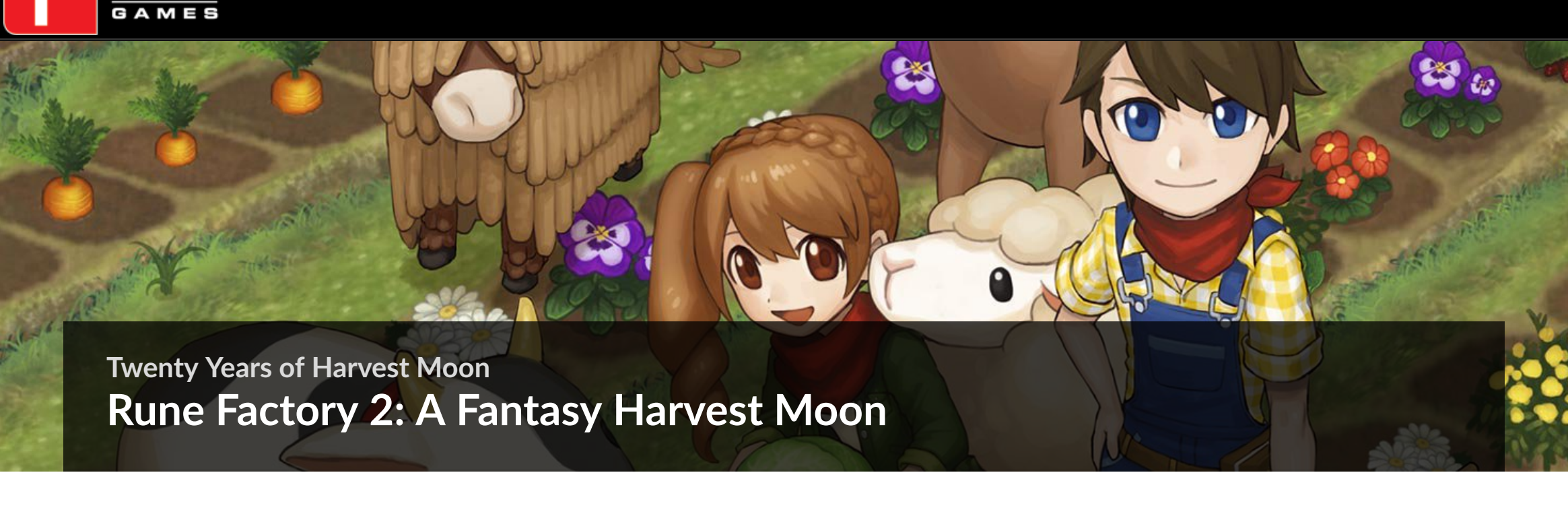
While the premise may sound familiar at this point, the shift to a console built around motion controls was a series first. Not only did the graphics take a huge leap forward on the newer, more powerful console, but players could mimic the act of swinging an Axe or using a Watering Can to complete a task. This new feature dovetailed nicely with a revamped upgrade system. Tools could now be “leveled up” simply by using them. The more a tool was used, the larger its area of effect grew.

Hamilton
Voila! Here's your house near the mountains, as you requested!

Harvest Moon: *Tree of Tranquility* added a number of new features to the game. For the first time in the series’ history, it was possible to take on part-time jobs at the various stores around town. Players could also start a New Game+ mode that made it possible to start a new game as your child, complete with all the money you earned, recipes and items, and upgraded tools, among other benefits.

## Fun Facts

- In addition to pitfalls, there were gaseous traps located in the mines that could harm the player, causing loss of Stamina, disorientation, or temporary blindness.
- Not only could players purchase an ostrich for their ranch, but it was possible to befriend any one of a number of wild animals located throughout the island, including a monkey, bear, rabbits, and a penguin, among other animals.
- Festivals played an important role in this game as a key way to build friendships and increase affection. The seasonal Flea Market was particularly important, as it contained items needed to complete rainbow recipes.
- A major element of the game’s quest was the completion of a special quilt. Only with both halves of the quilt completed could players discover the rainbows that would return the Harvest Sprites. But even the existence of the quilt was kept shrouded in mystery until the player shipped an abundance of goods.
- Marking a trend that would continue into the future, the number of crop varieties received a significant increase with Harvest Moon: *Tree of Tranquility*. Though the number was still quite small compared to future games, many more crops could be planted.



Twenty Years of Harvest Moon

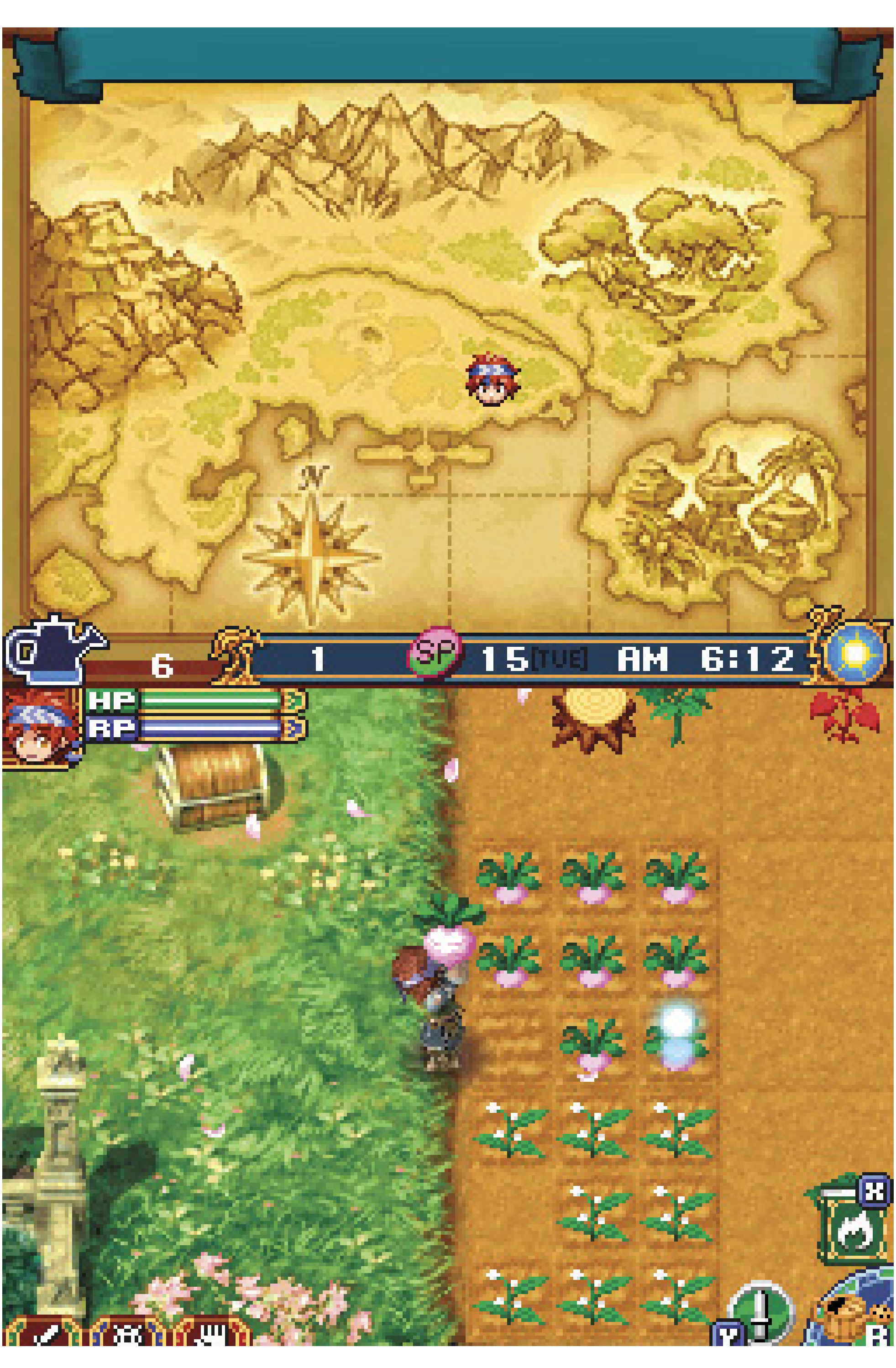
# Rune Factory 2: A Fantasy Harvest Moon

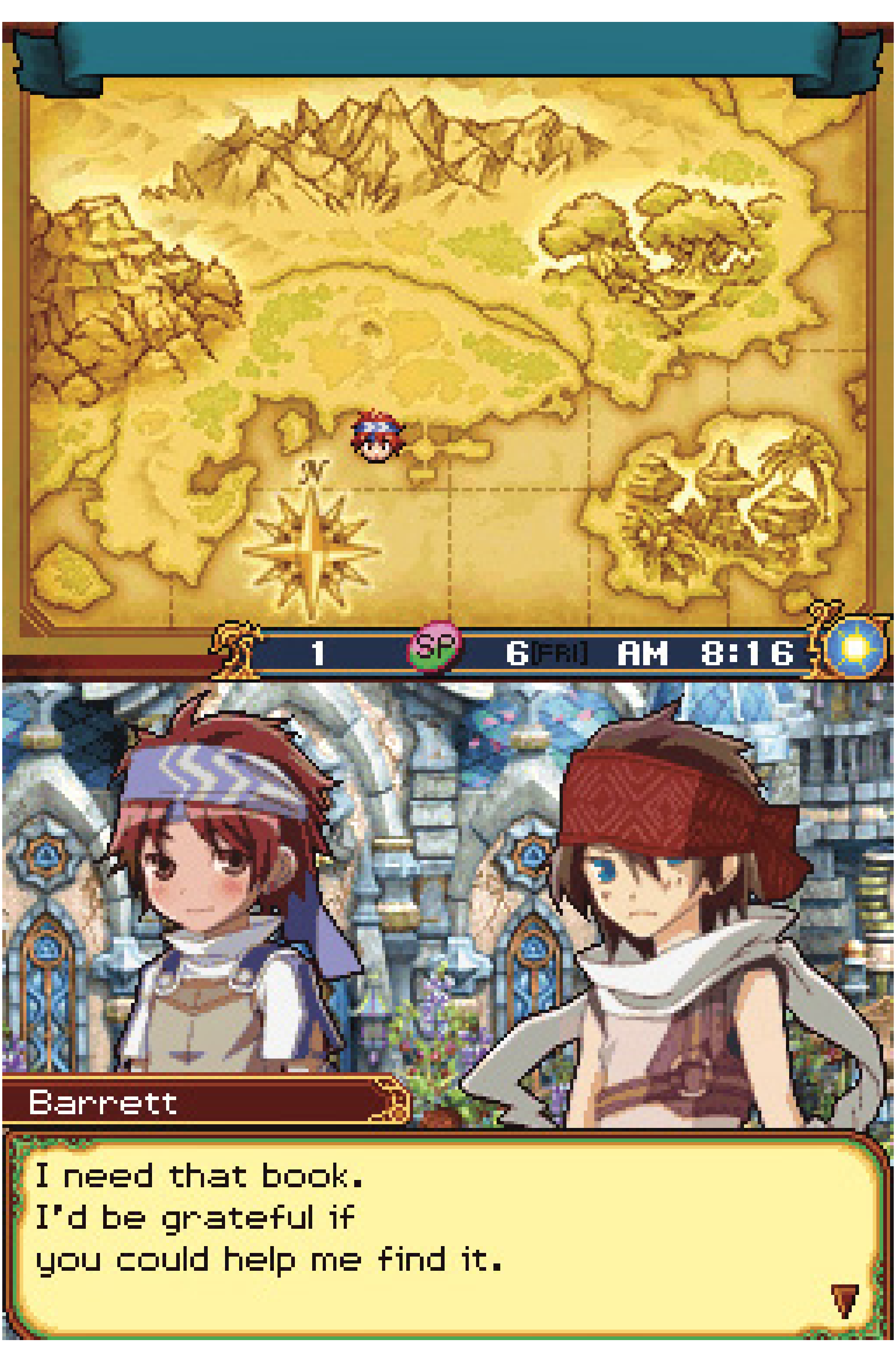
Rune Factory 2
A Fantasy Harvest Moon
NINTENDO DS
Wi-Fi
NATSUME

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| DS | November 18, 2008 | October 2010 |

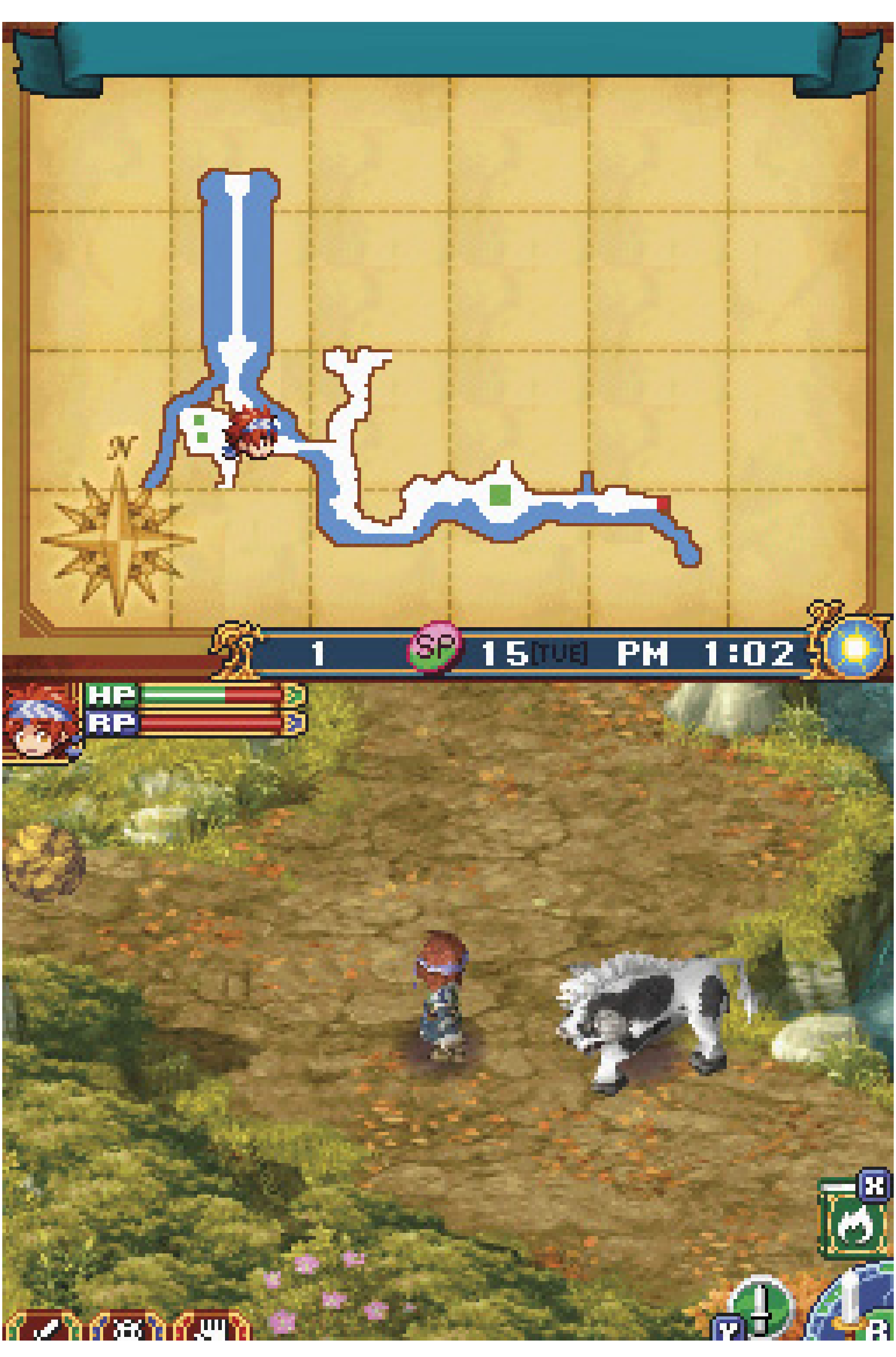
Picking up roughly ten years after the events of the first game in the *Rune Factory* series, *Rune Factory 2: A Fantasy* Harvest Moon took place in the city of Alvarna, along the coast. The gameplay was split between two generations. During the first generation, the player took on the role of Kyle, an amnesiac boy who farmed his way to a pleasant life with a happy family near a school that he built. As the son or daughter, the player then set out on a massive quest during the second generation in effort to discover the reason for their father's disappearance.


6
1
SP
15 TUE
AM 6:12
HP
RP

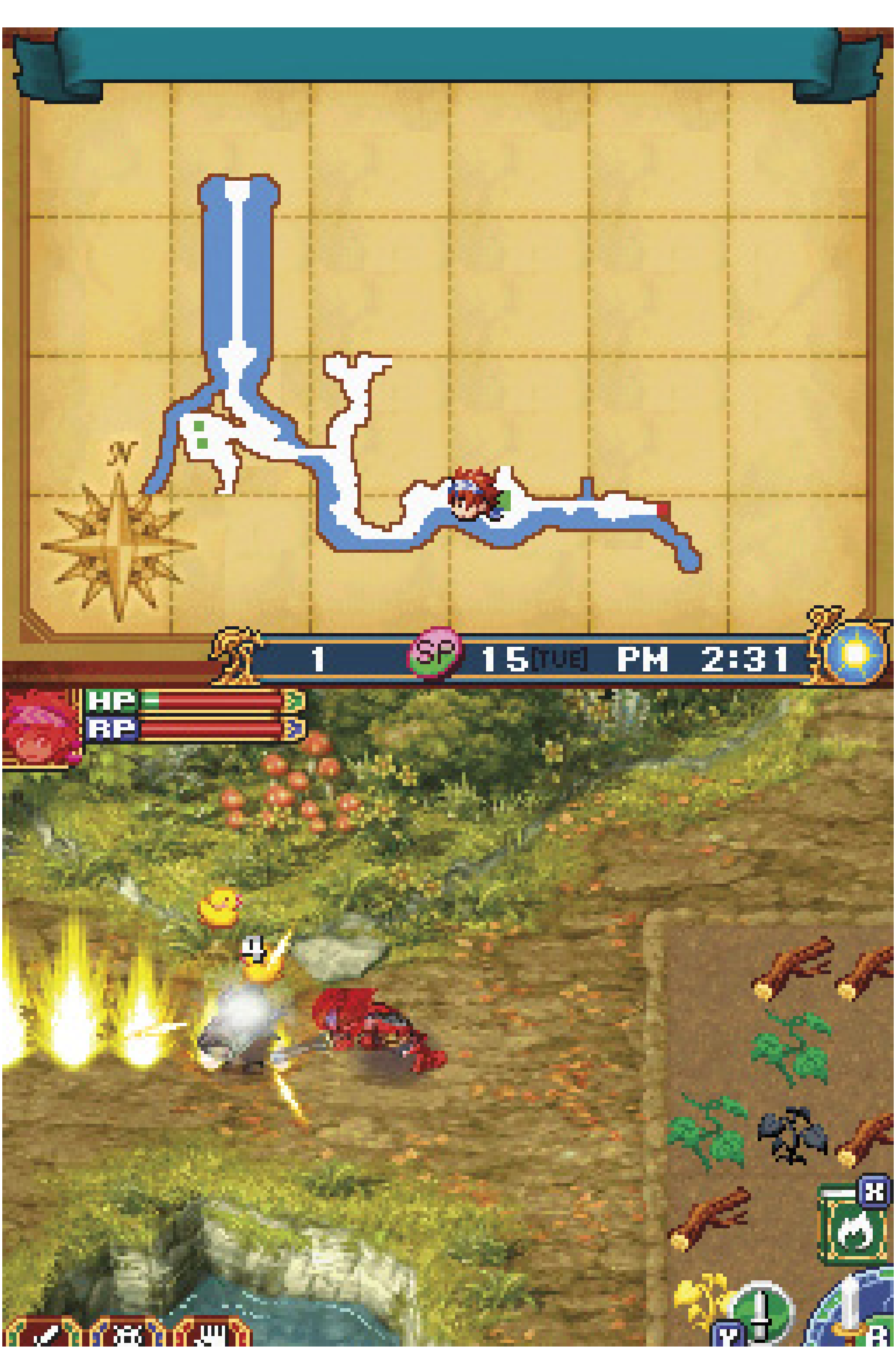

1
SP
6 FRI
AM 8:16

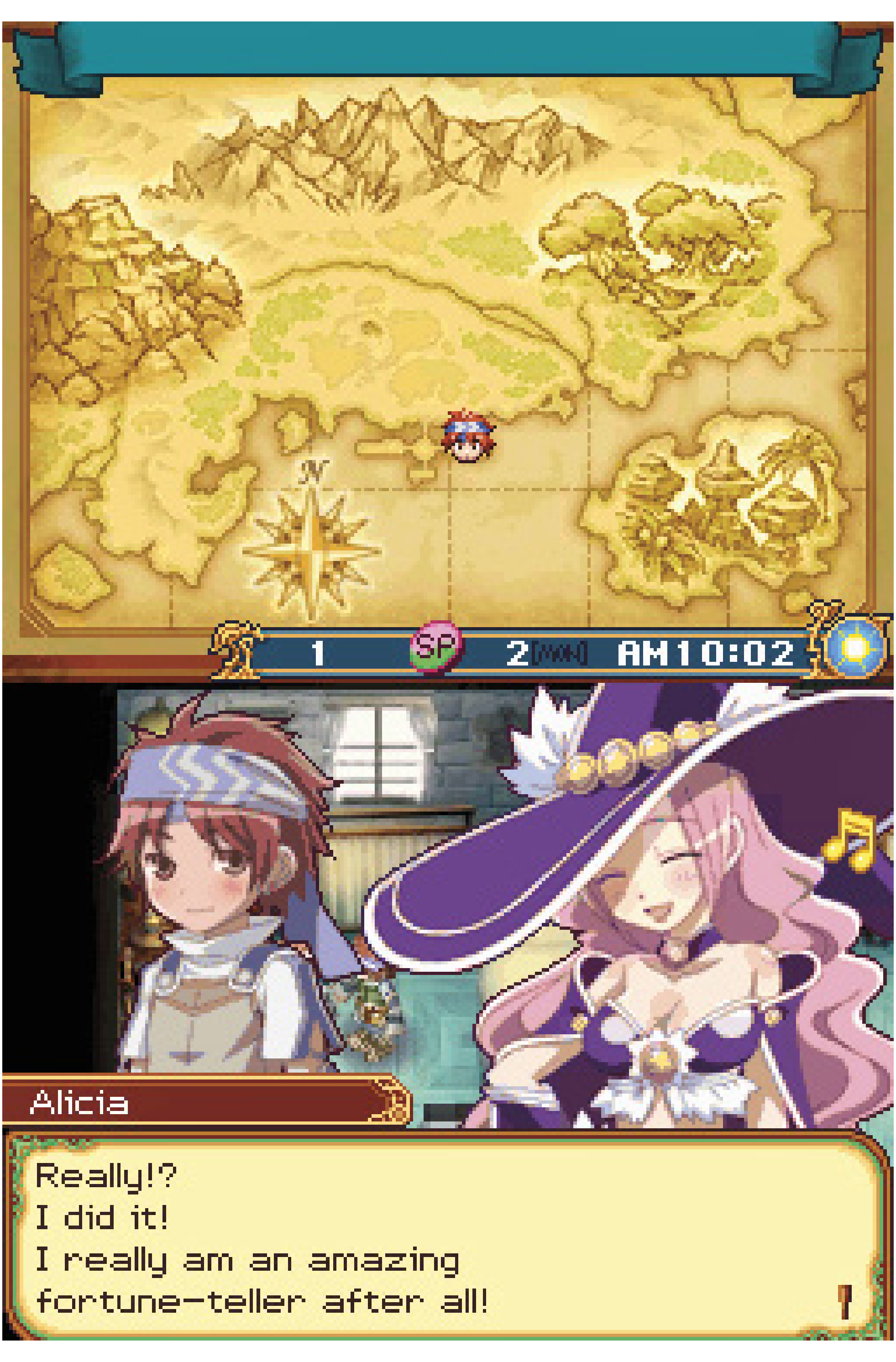
Barrett

I need that book.
I'd be grateful if
you could help me find it.


1
SP
15 TUE
PM 1:02
HP
RP

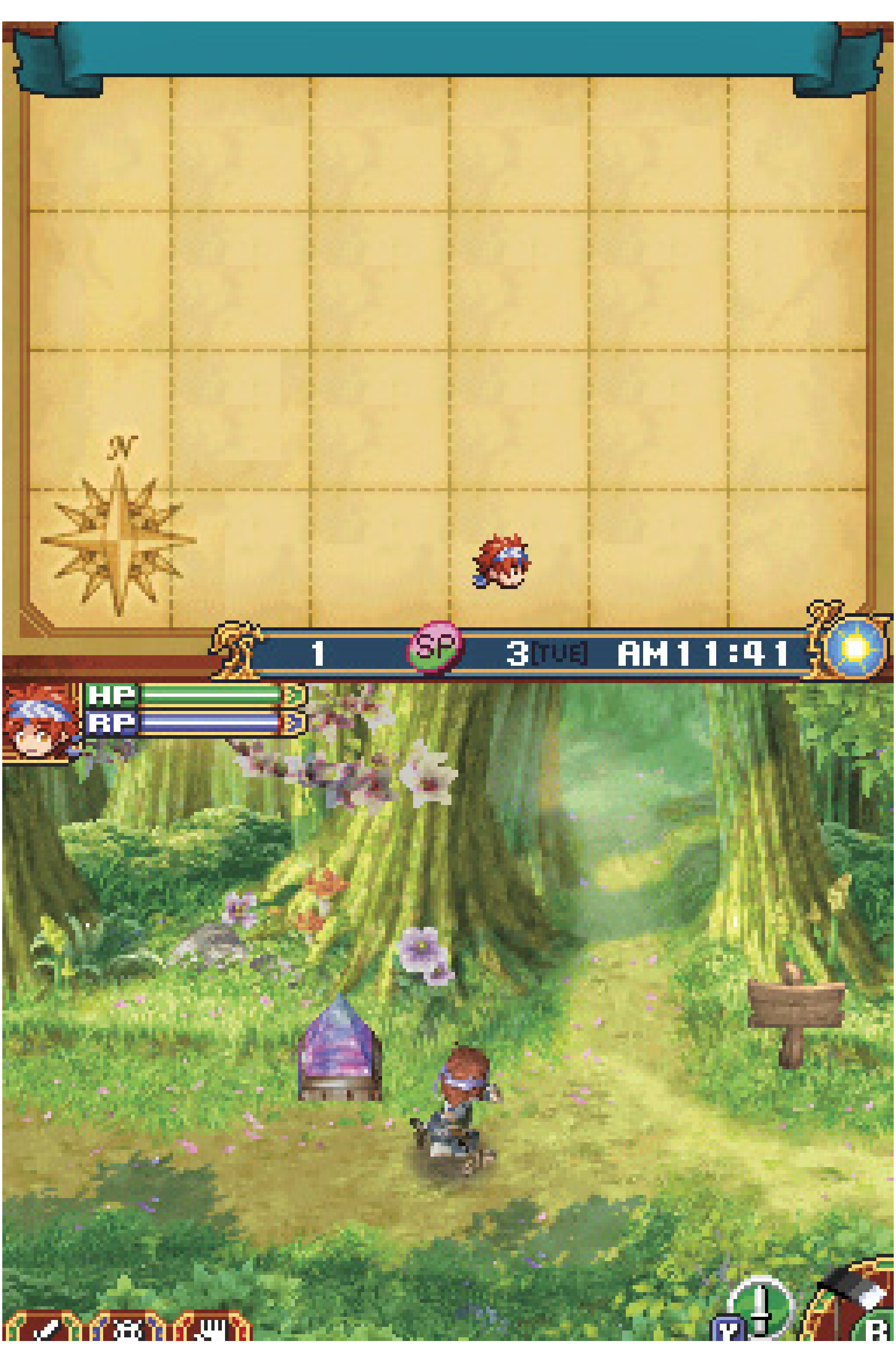
*Rune Factory 2: A Fantasy* Harvest Moon contained four sprawling dungeons, filled with monsters, and each locked to a single season, as in the original game. The game reintroduced the concept of rival couples and children, a request system, and the ability to put monsters to work on the farm or to assist the player in combat. A robust magic system utilized various spell books specializing in music, skills, and attack magic.


1
SP
15 TUE
PM 2:31
HP
RP

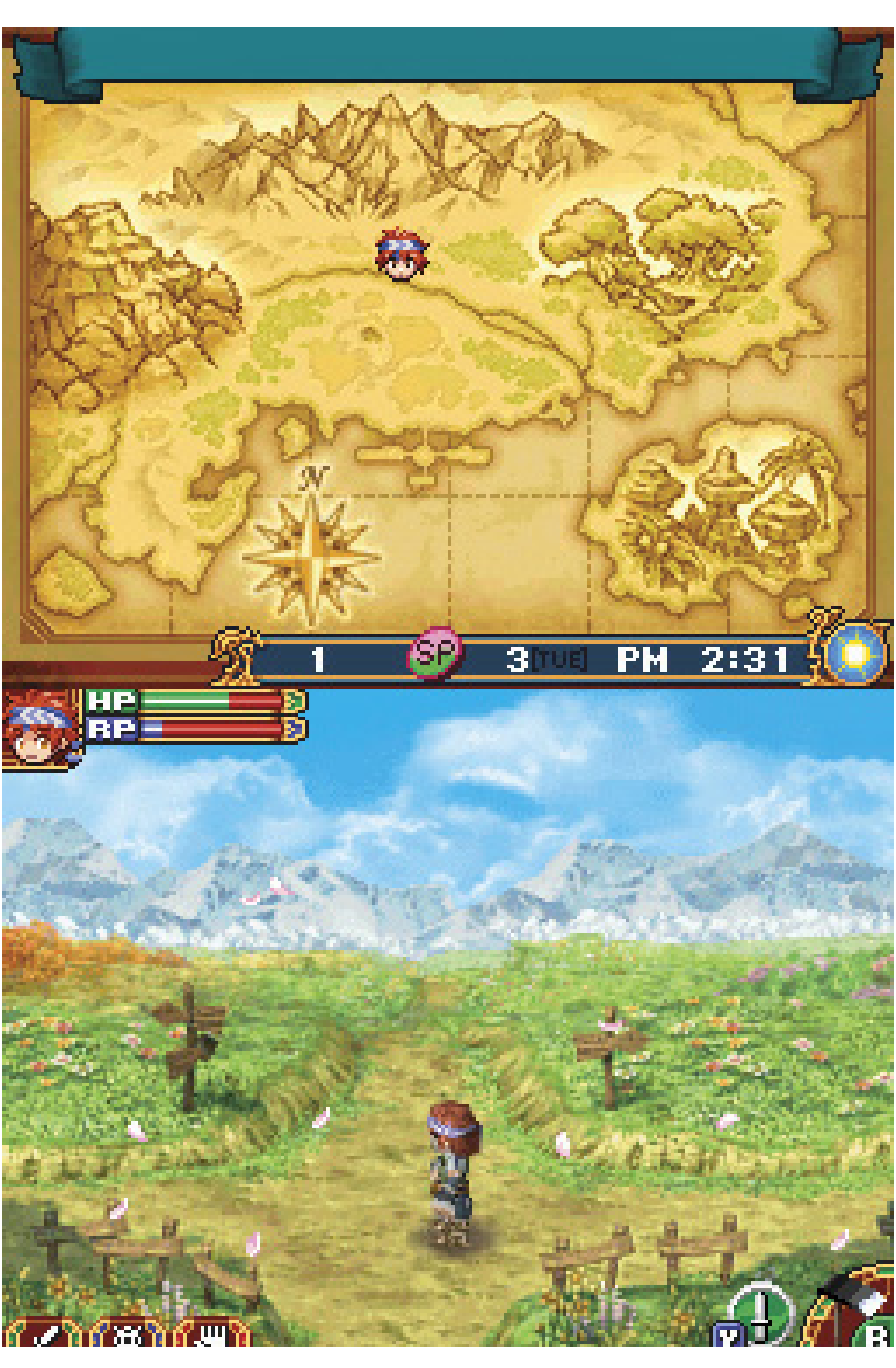

1
SP
2 MON
AM 10:02

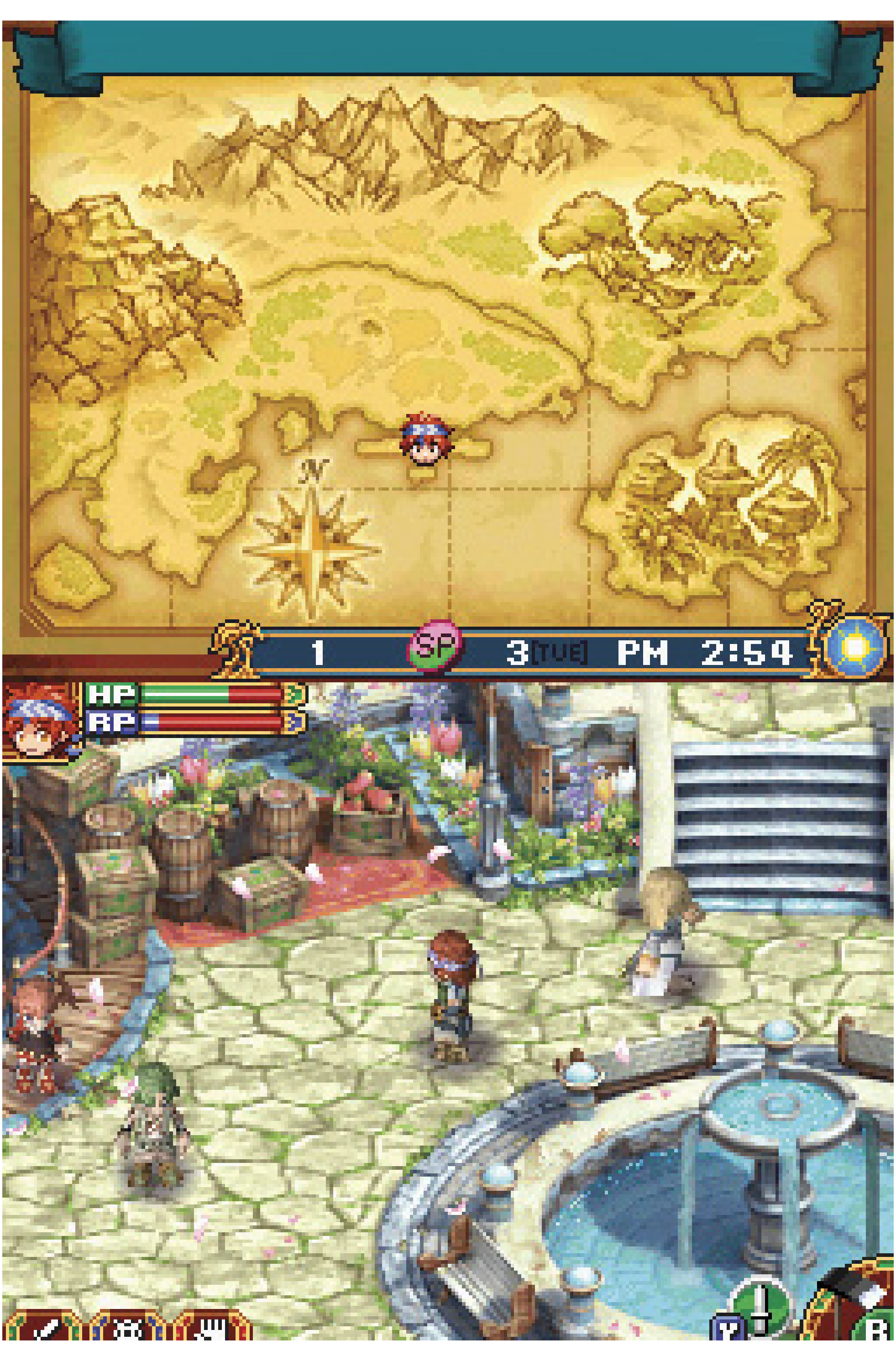
Alicia

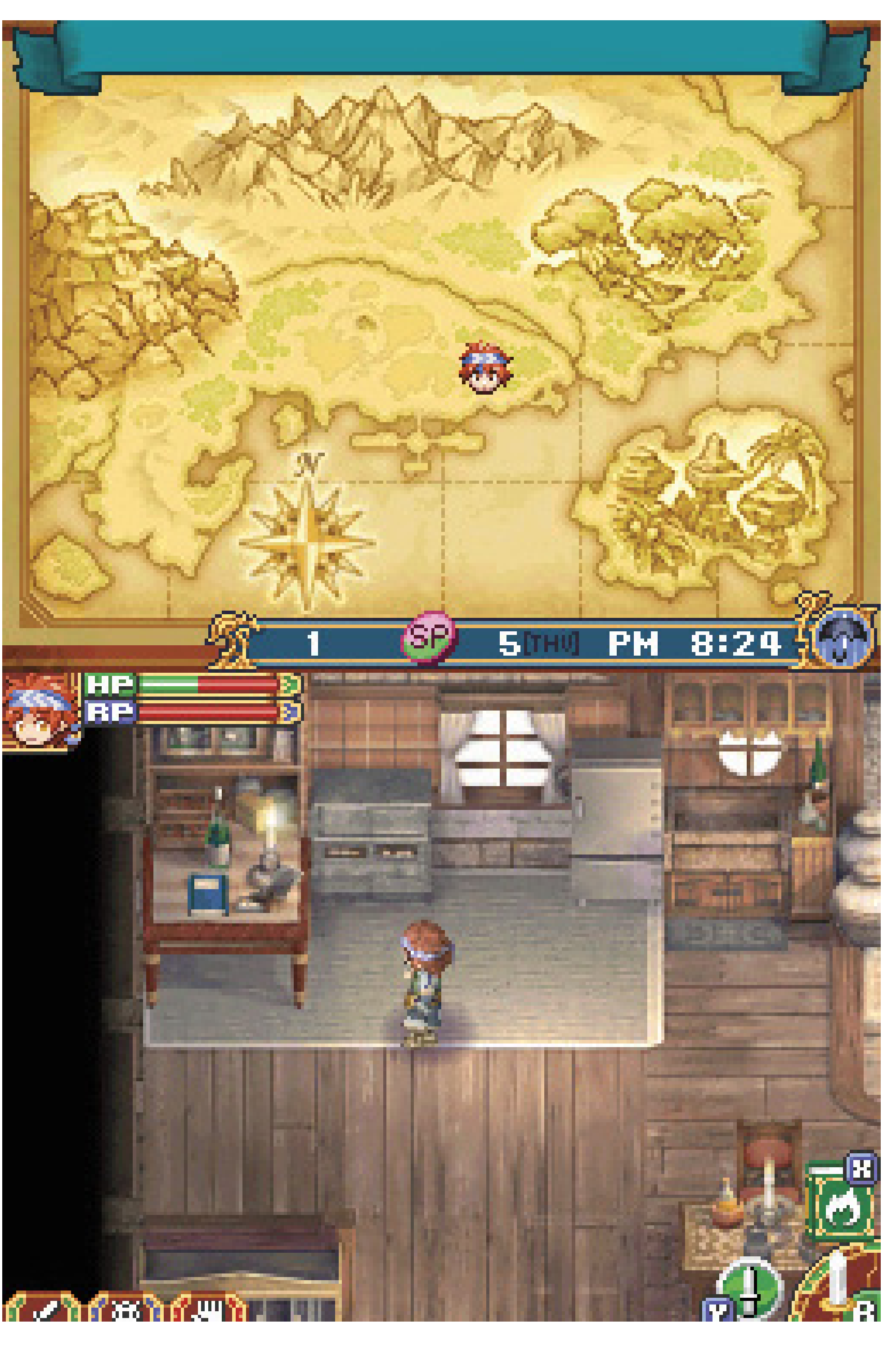
Really!?
I did it!
I really am an amazing
fortune-teller after all!

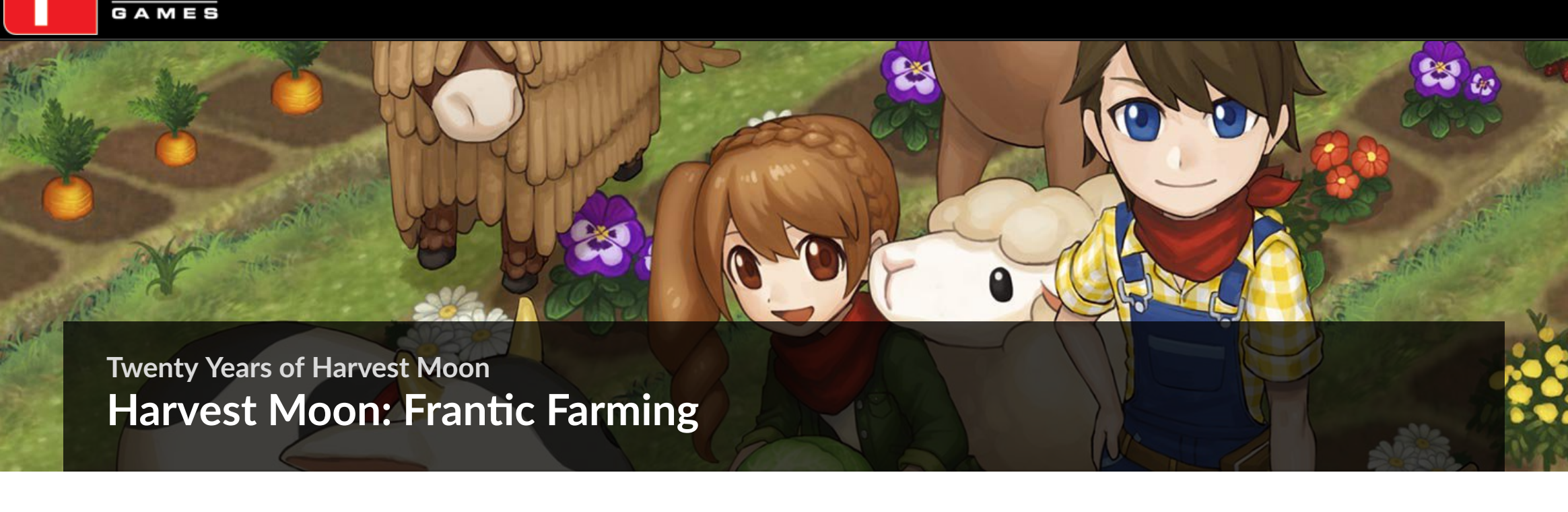

1
SP
3 TUE
AM 11:41
HP
RP

*Rune Factory 2: A Fantasy* Harvest Moon offered three Wi-Fi modes that let you share experiences with other players - Item Exchange, Monster Meadow and Sugoroku. Item Exchange was a returning feature from the previous title; however, this time, certain items would transform into better objects and weapons when traded. In Monster Meadow, players' pet monsters could meet and interact with one another, building a stronger bond with the main character. Sugoroku, a board game for 2 to 4 players, would offer items, stat bonuses and the occasional stat penalty depending on which tiles were landed on.


1
SP
3 TUE
PM 2:31
HP
RP


1
SP
3 TUE
PM 2:54
HP
RP

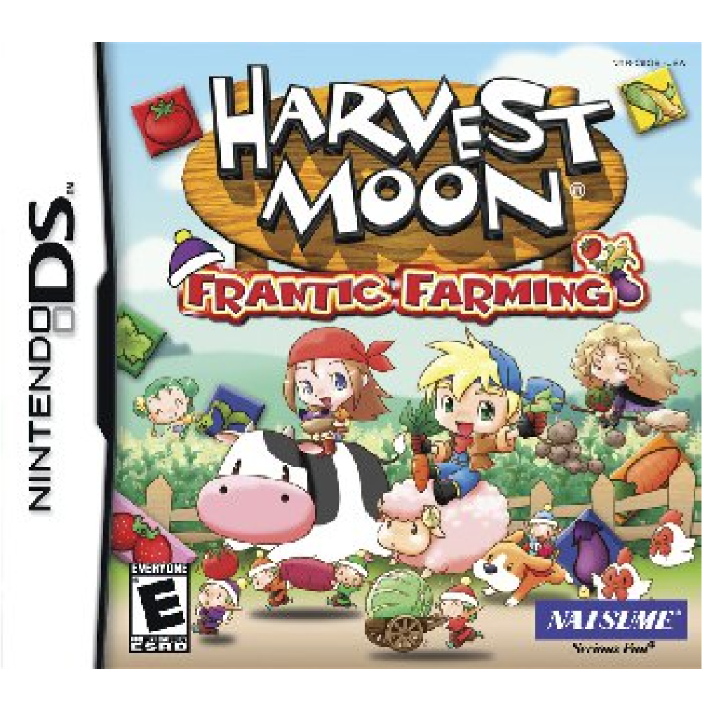

1
SP
5 THU
PM 8:24
HP
RP



Twenty Years of Harvest Moon

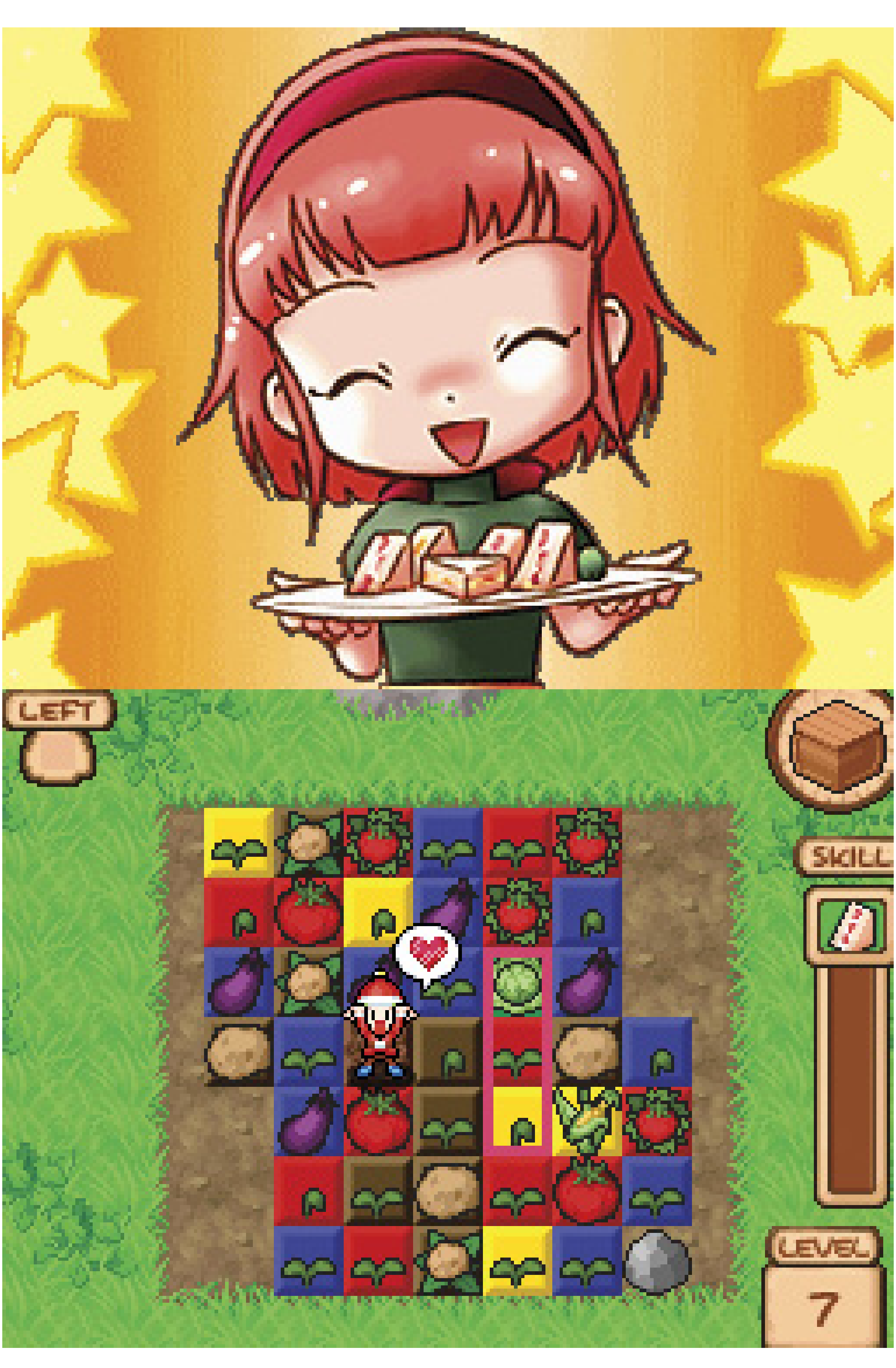
# Harvest Moon: Frantic Farming

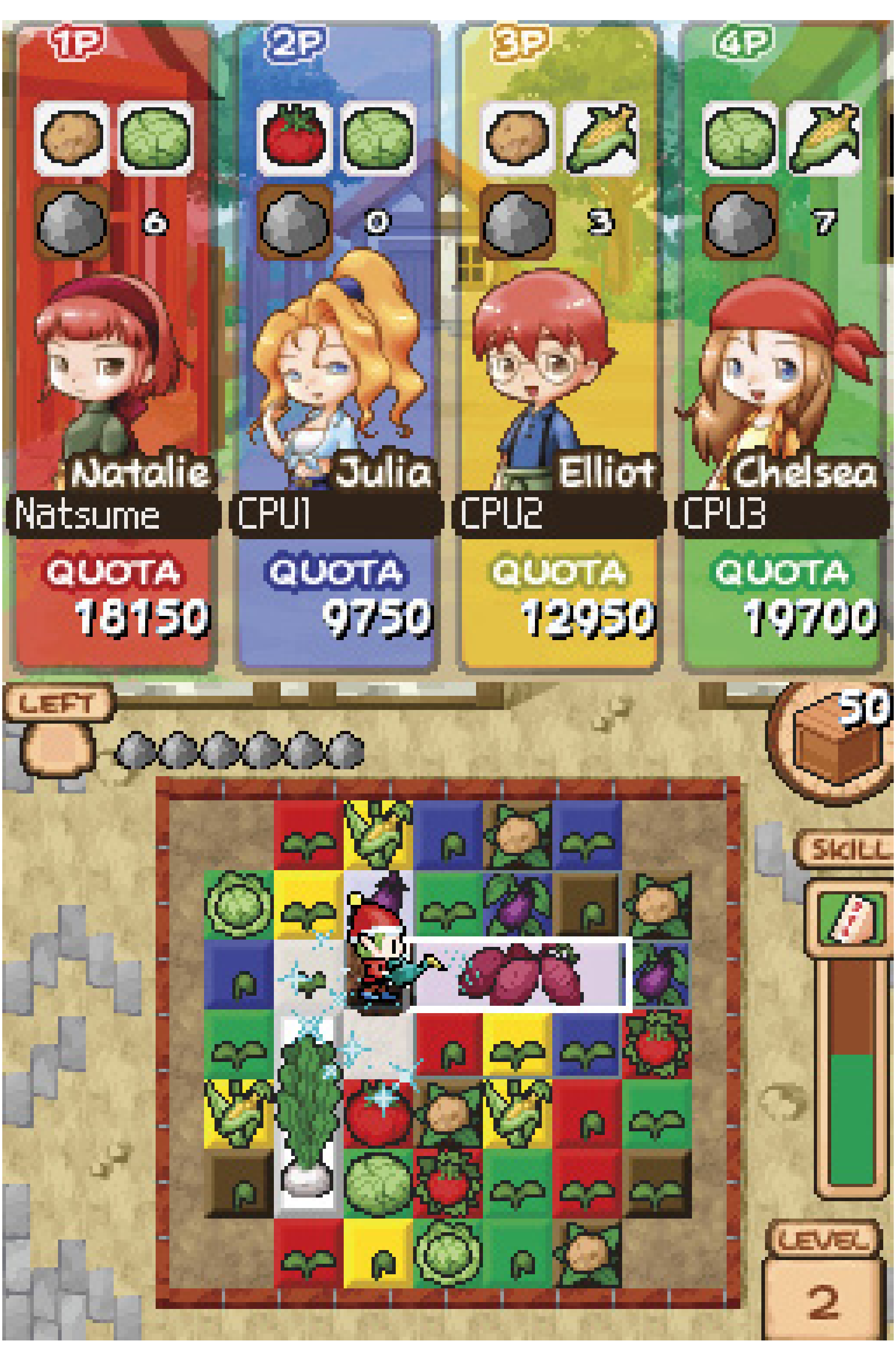
HARVEST MOON
FRANTIC FARMING

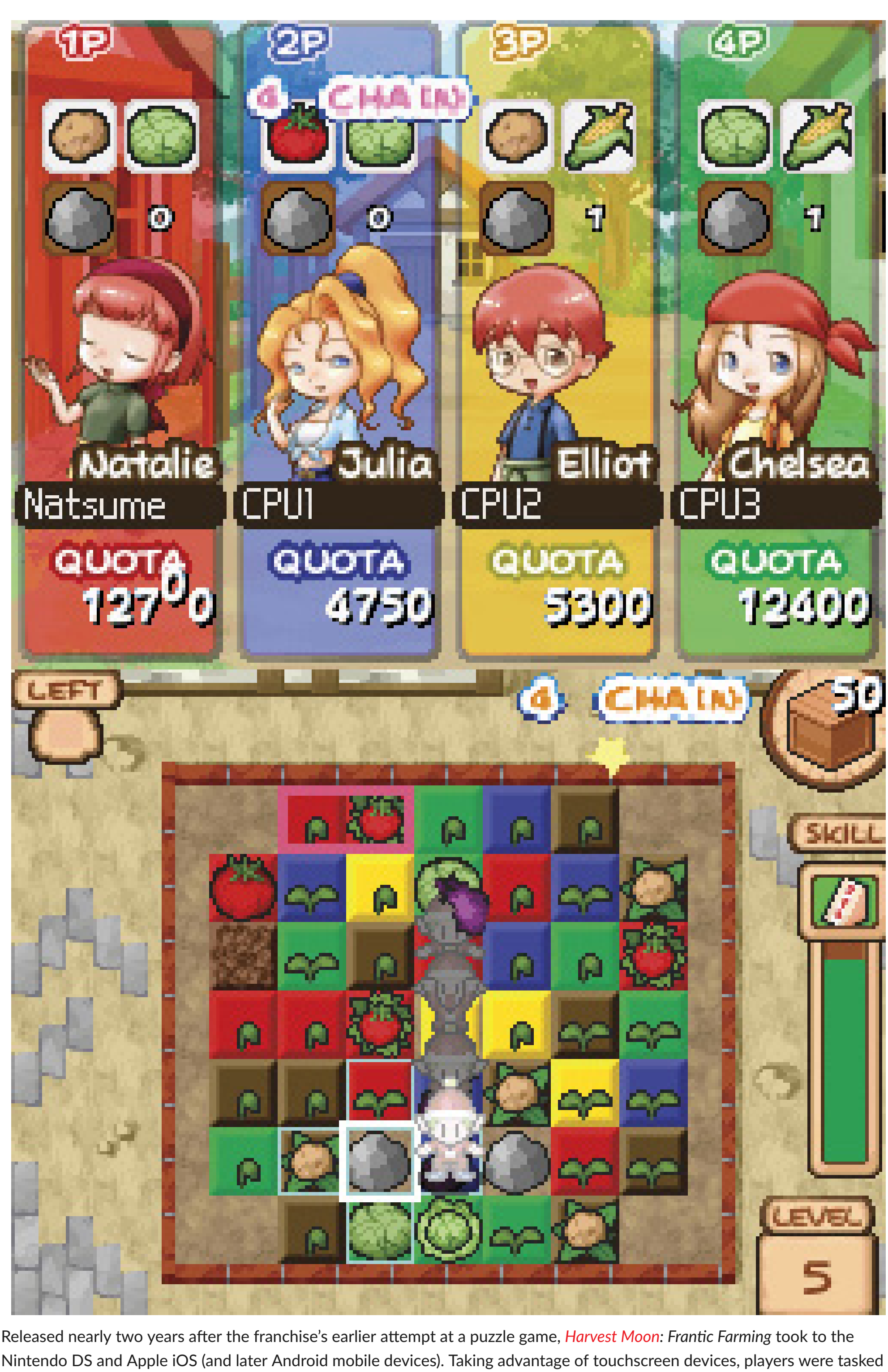

NINTENDO DS
HARVEST MOON
FRANTIC FARMING
E
NATSUME

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| DS | August 25, 2009 | December 2010 |

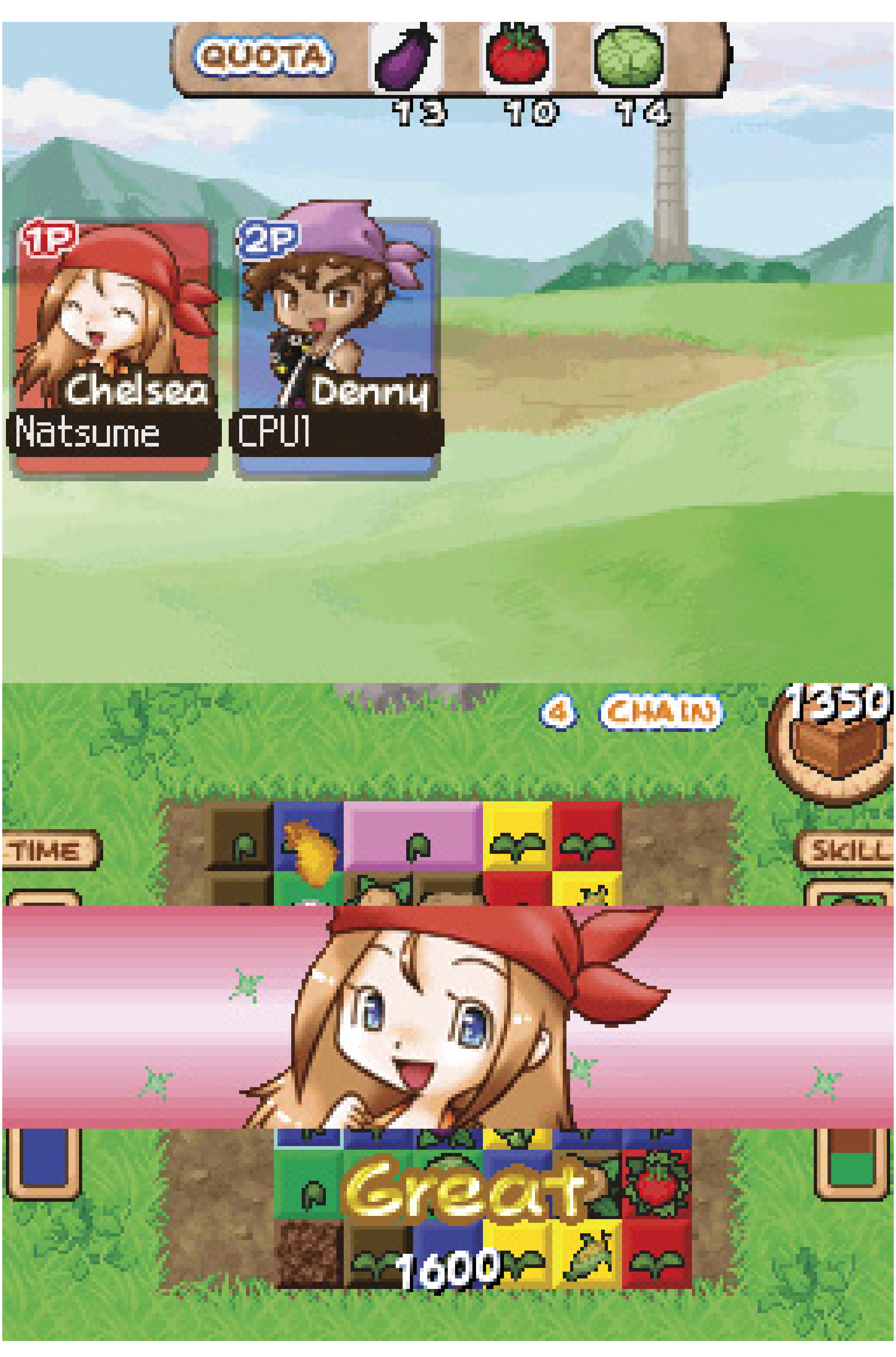

LEFT
SKILL
LEVEL
7


1P
2P
3P
4P
6
0
3
7
Natalie
Natsume
QUOTA
18150
Julia
CPU1
QUOTA
9750
Elliot
CPU2
QUOTA
12950
Chelsea
CPU3
QUOTA
19700
LEFT
50
SKILL
LEVEL
2

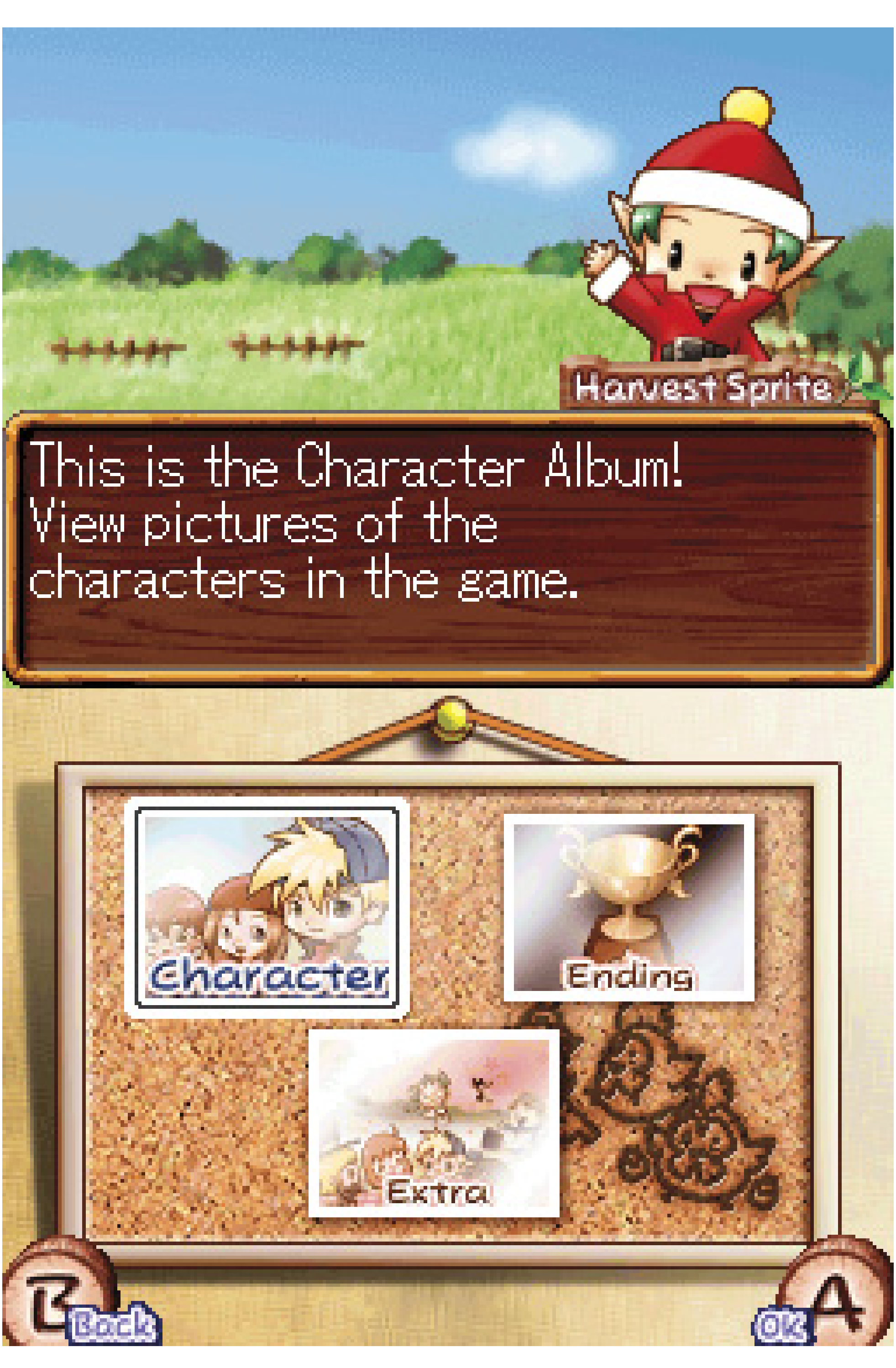

1P
2P
4 CHAIN
3P
4P
0
0
1
1
Natalie
Natsume
QUOTA
12700
Julia
CPU1
QUOTA
4750
Elliot
CPU2
QUOTA
5300
Chelsea
CPU3
QUOTA
12400
LEFT
4 CHAIN
50
SKILL
LEVEL
5

Released nearly two years after the franchise's earlier attempt at a puzzle game, *Harvest Moon: Frantic Farming* took to the Nintendo DS and Apple iOS (and later Android mobile devices). Taking advantage of touchscreen devices, players were tasked to guide an abundance of crops into a chain as a Harvest Sprite marched through the field, looking to collect the Sunny Island crops. Harvested crops filled a skill bar that granted players a character-specific skill. Special skills utilized the farm-favorite animals of *Harvest Moon*'s rich catalog of games, including chickens, cows, and of course, a pet dog.

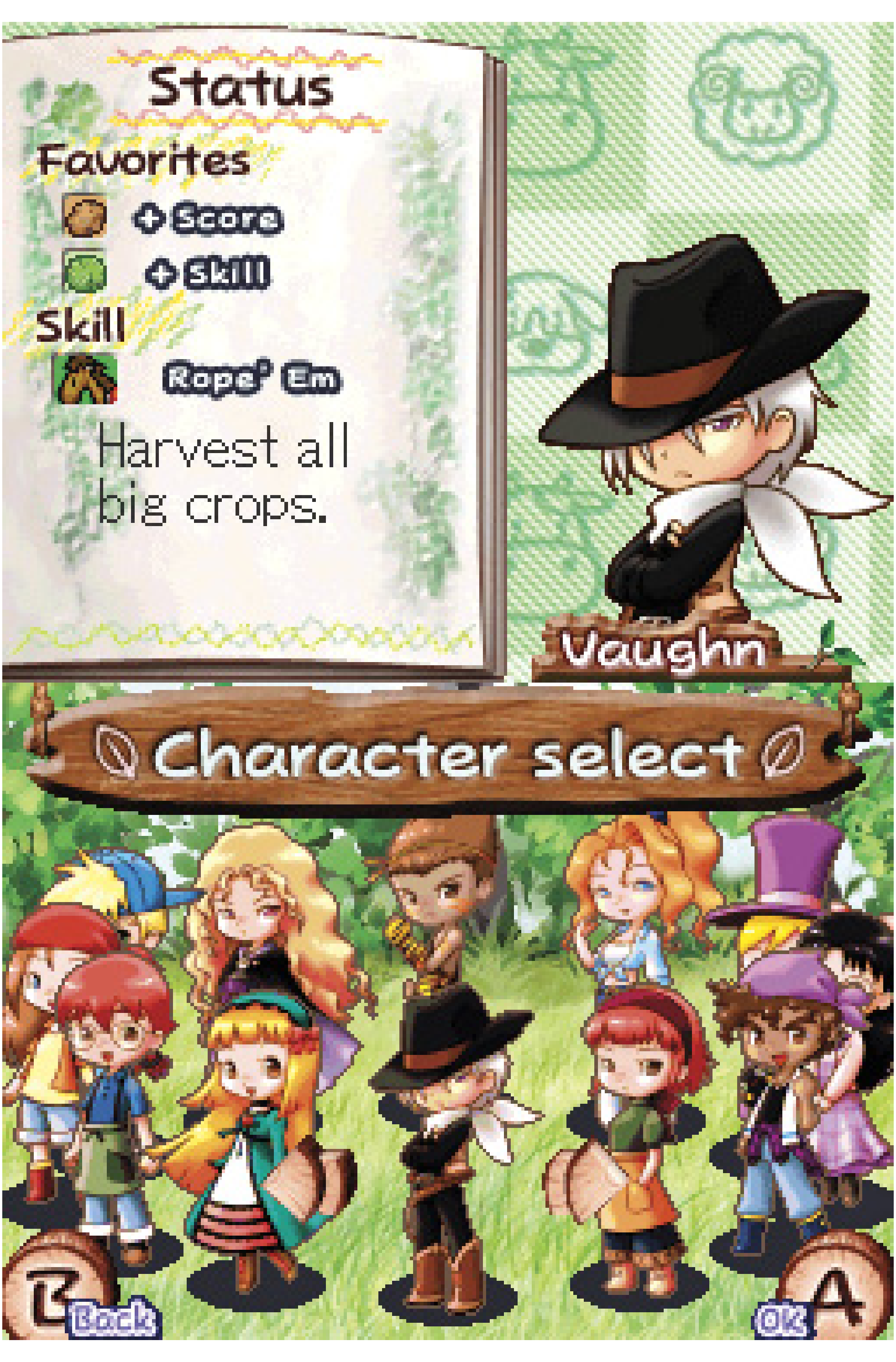
I can't have you doing this all by yourself...


QUOTA
13
10
14
1P
Chelsea
Natsume
2P
Denny
CPU1
4 CHAIN
1350
TIME
SKILL
Great
1600

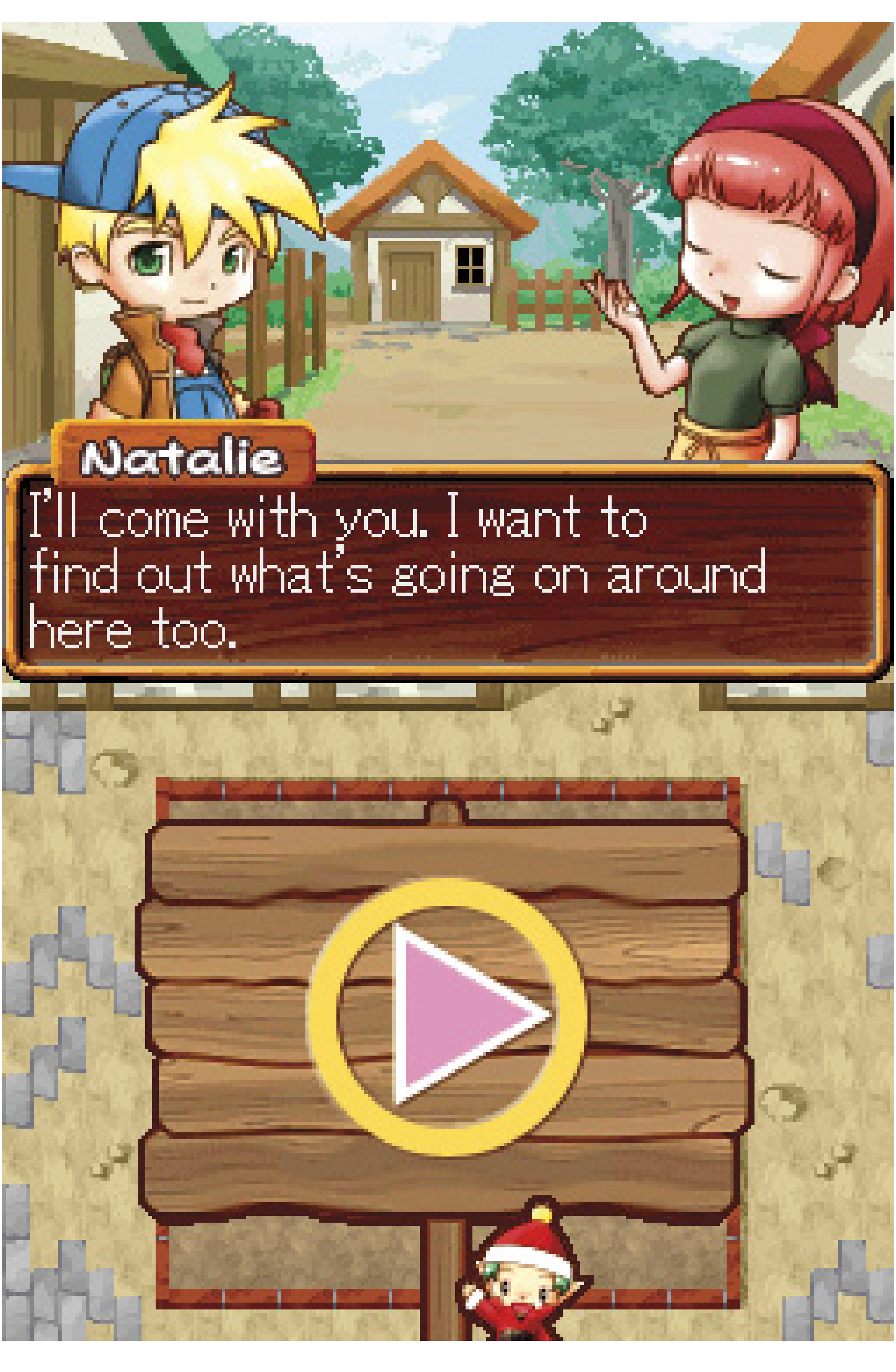
The game featured a wealth of playable modes, including a robust Story mode containing six characters, each with their own favorite vegetables and skills. Score Attack, Free Match, Mission and Tutorial modes added to the fun, as did the ability to play against friends using a single DS game cartridge. Mission mode slowed the gameplay down for a moment, in exchange for a challenging puzzle-like experience.


Harvest Sprite
Character
Ending
Extra
B Back
OK A

This is the Character Album! View pictures of the characters in the game.


Status
Favorites
+Score
+Skill
Skill
Rope' Em
Vaughn
Character select
B Back
OK A

Harvest all big crops.



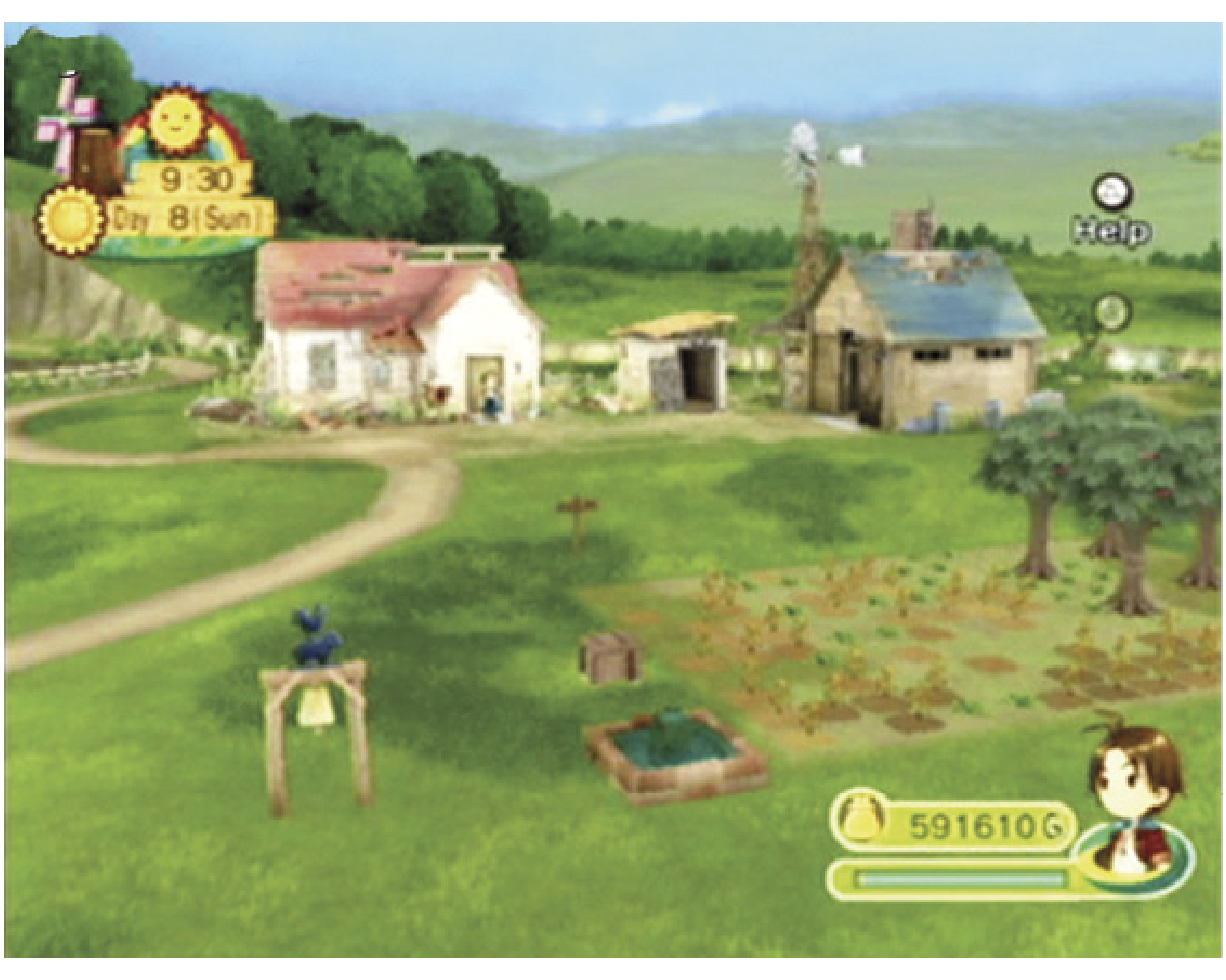
I'll come with you. I want to find out what's going on around here too.

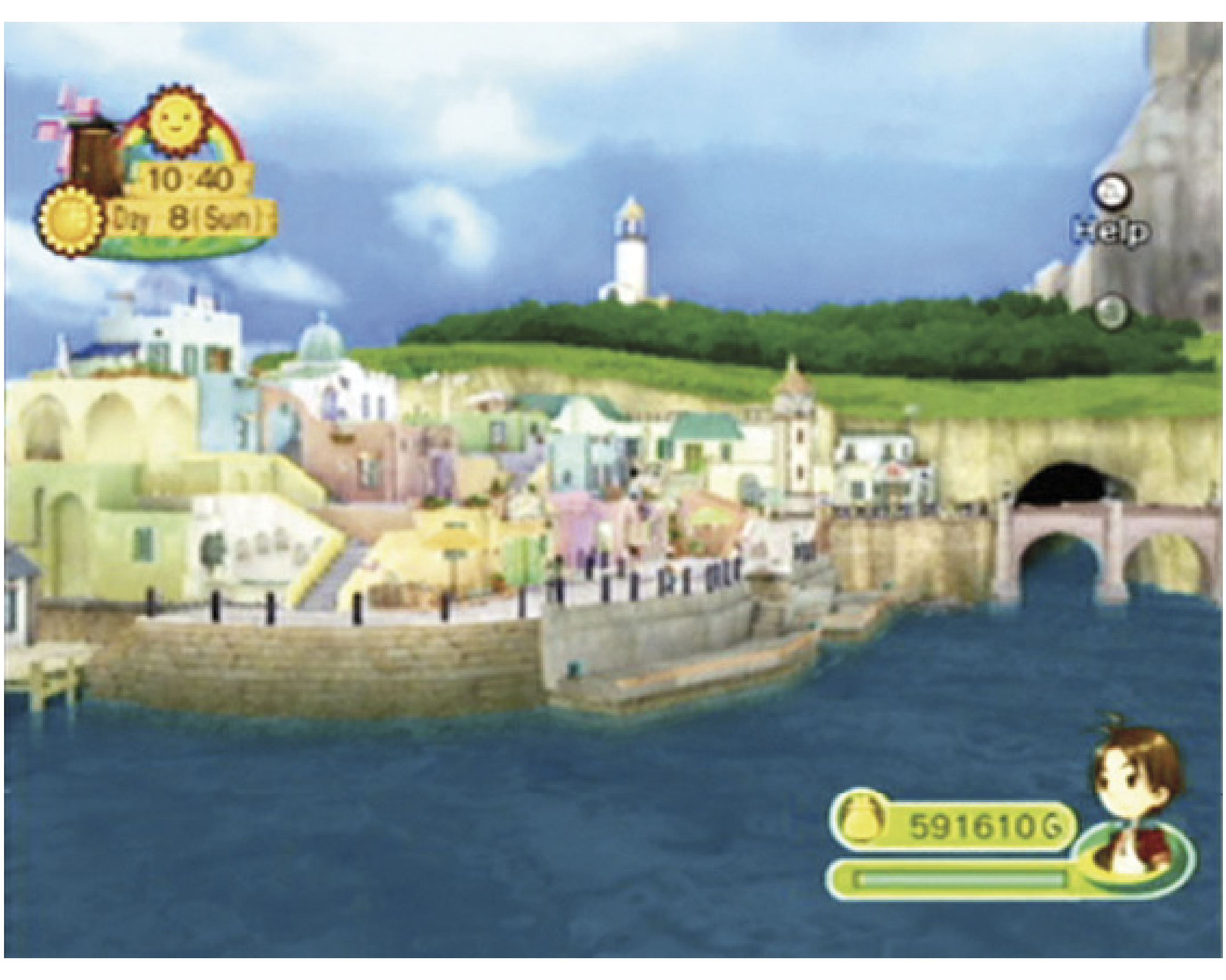
# Harvest Moon: Animal Parade

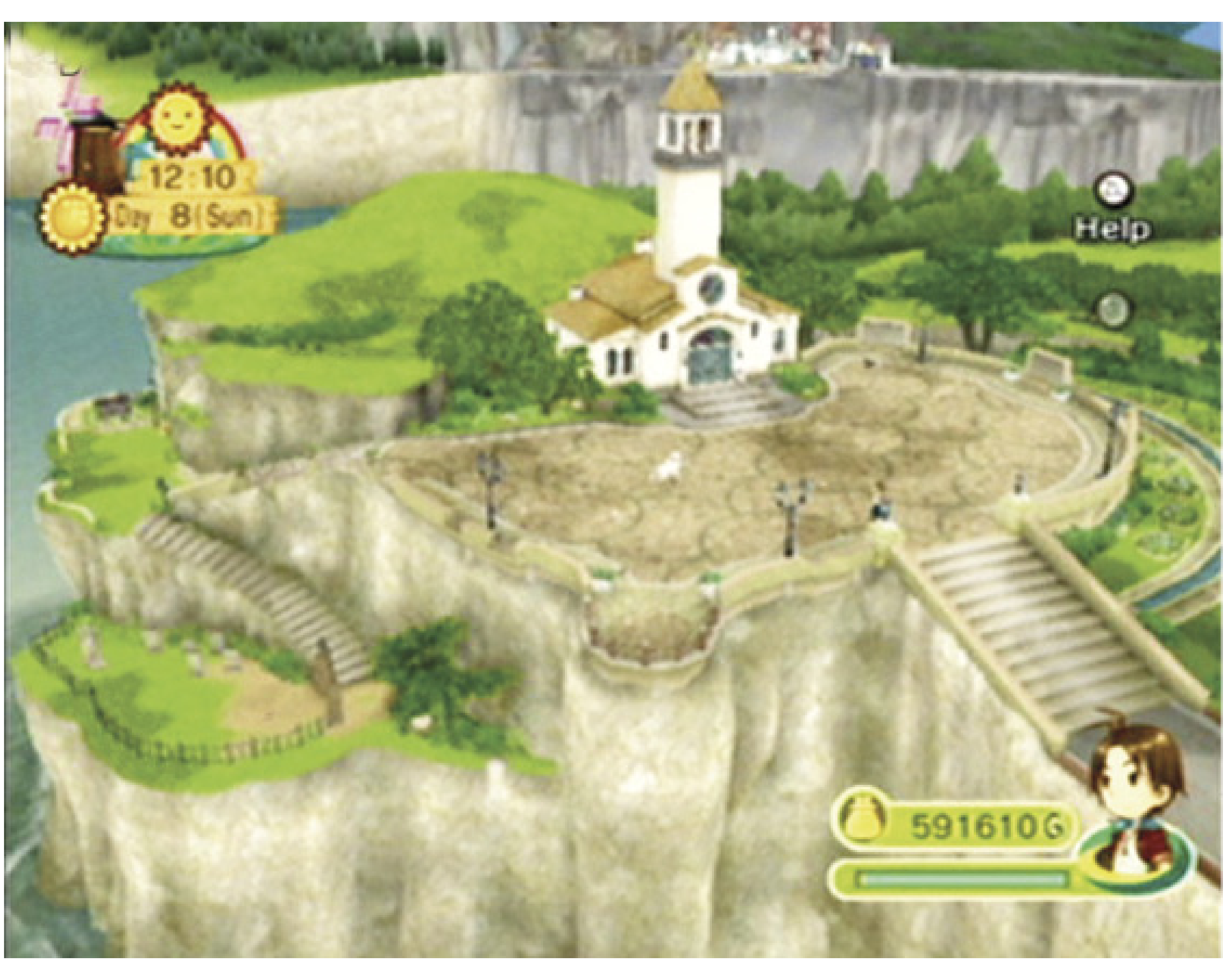
Wii
HARVEST MOON
ANIMAL PARADE
EVERYONE
E
ESRB
NATSUME
Serious Fun

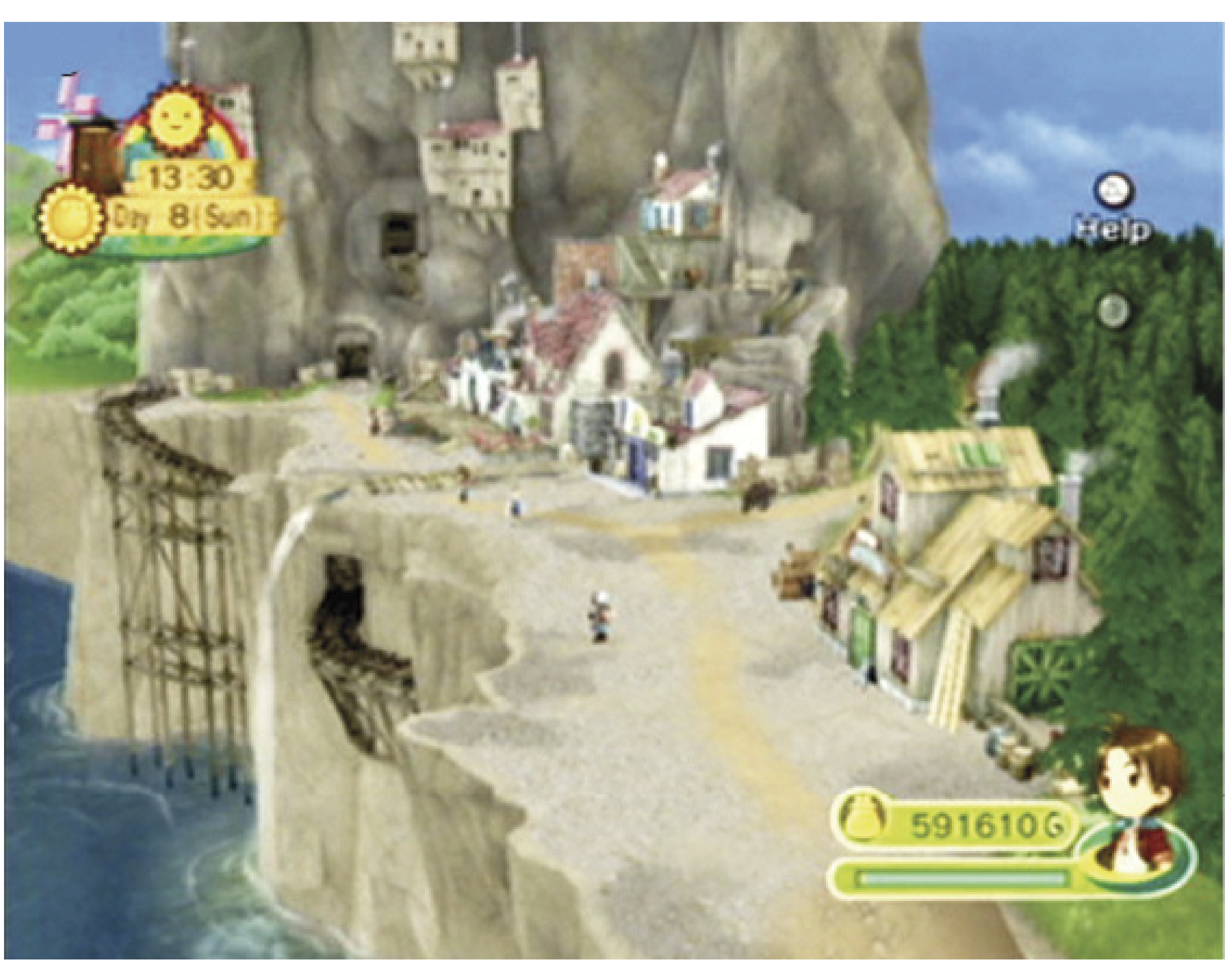
| Platform | North America | Europe |
|---|---|---|
| Wii | November 10, 2009 | December 2010 |

Harvest Moon: *Animal Parade*, was designed as a sequel to *Harvest Moon: Tree of Tranquility*, albeit with an animal and music theme. The game took place on the island of Castanet and tasked players with ringing five legendary bells to return the Harvest King and revive the Goddess Tree. Of course, doing so required a skillful display of farming and a commitment to befriending the other townsfolk.

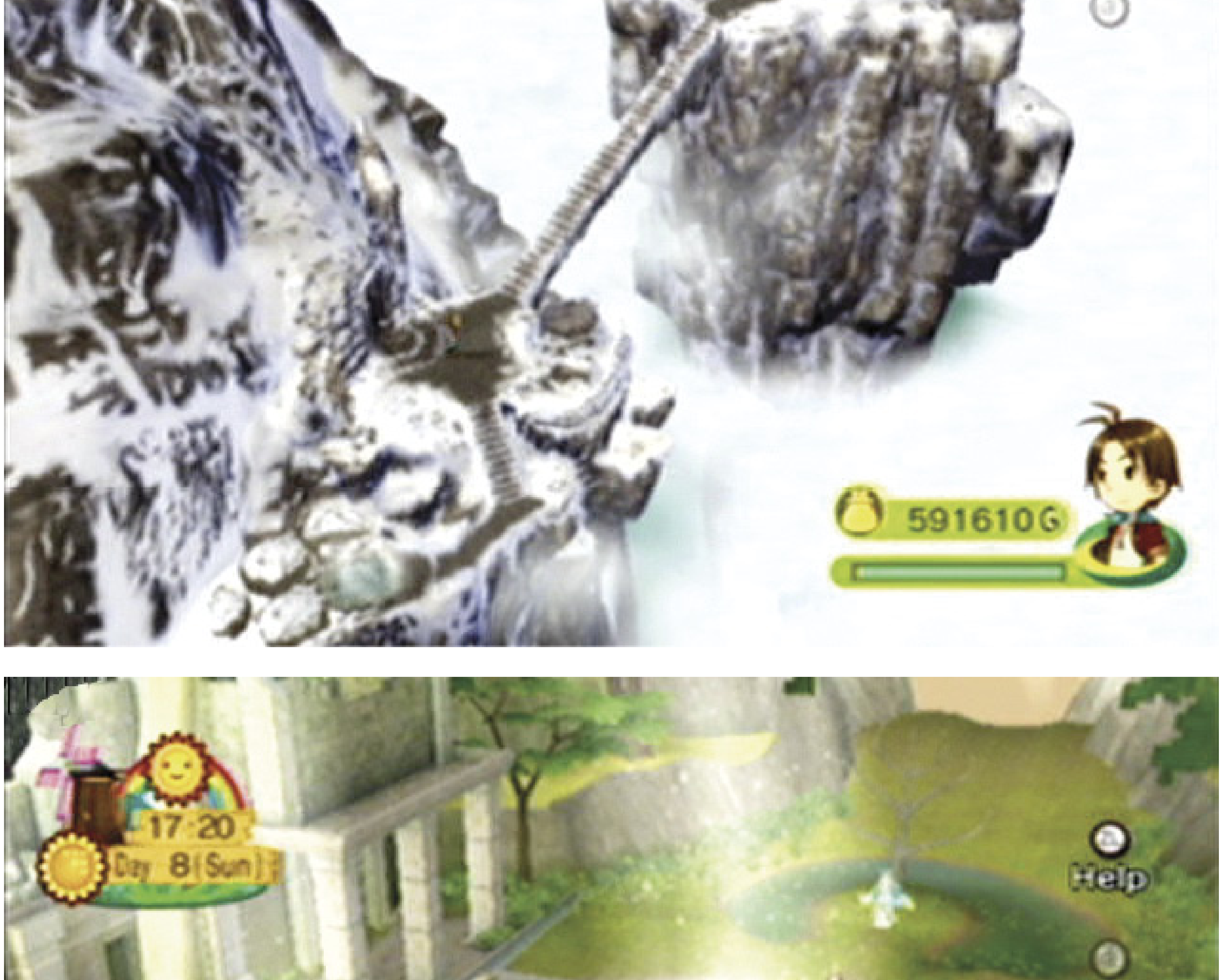


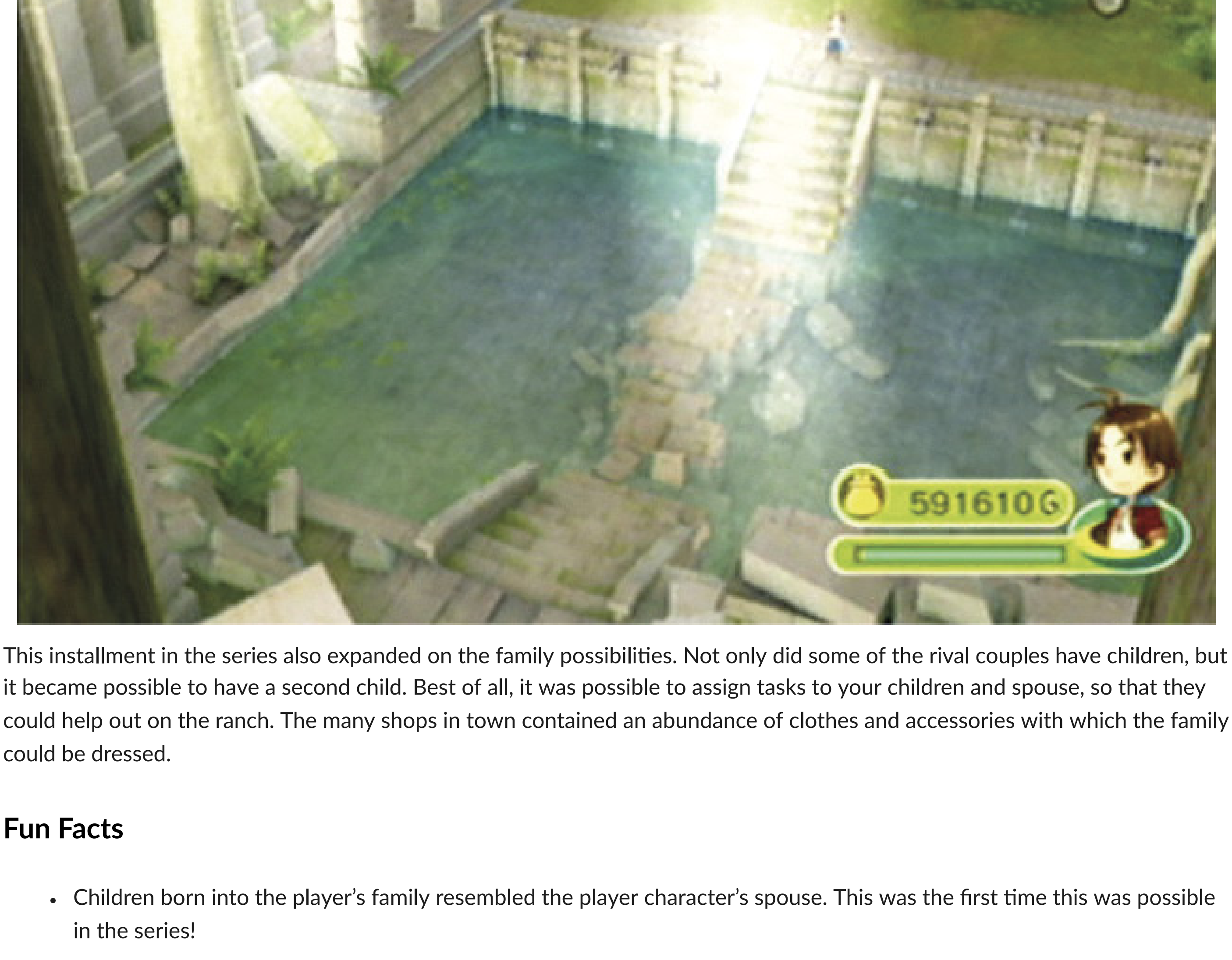






*Harvest Moon: Animal Parade* had a wealth of additional content, including a map that was considerably larger, many new crops and fish (and dozens of fishing locations), and a host of animals. For the first time ever, players could ride their livestock—even sheep and cows! It was also possible to befriend many additional wild creatures, including boars and bears. But what really added to the game's animal theme was Theodore's Circus. This traveling circus featured elephants, giraffes, and hippopotamuses—and Theodore needed help finding the ones that went missing.

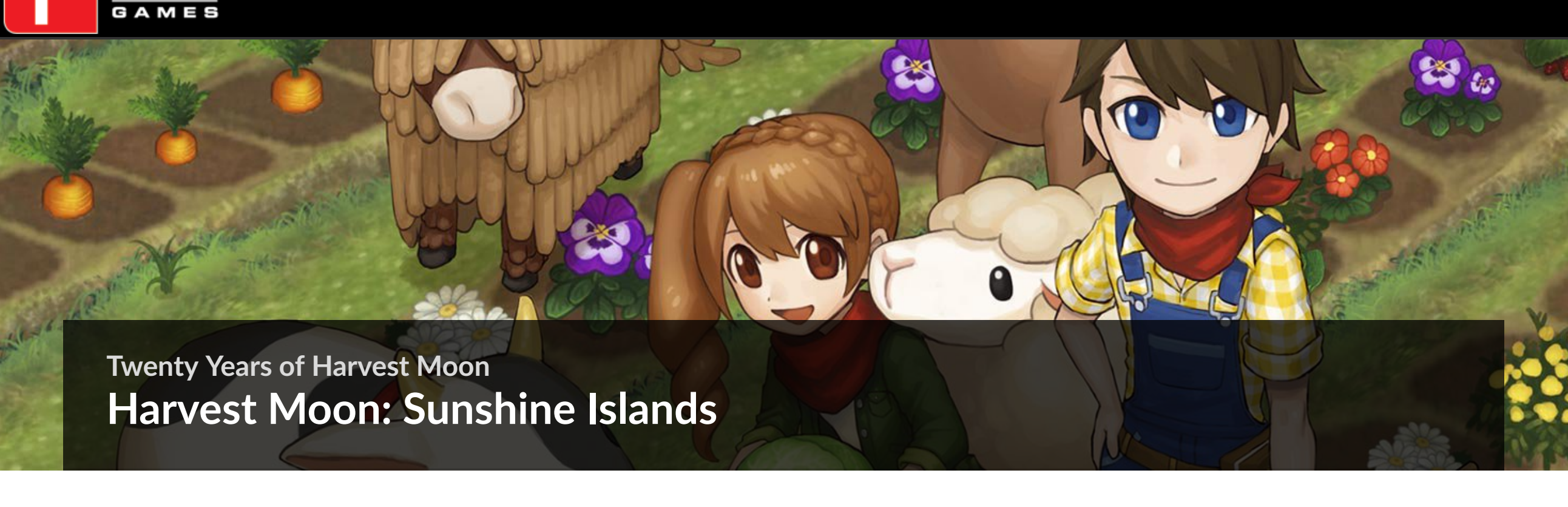




This installment in the series also expanded on the family possibilities. Not only did some of the rival couples have children, but it became possible to have a second child. Best of all, it was possible to assign tasks to your children and spouse, so that they could help out on the ranch. The many shops in town contained an abundance of clothes and accessories with which the family could be dressed.

## Fun Facts

- Children born into the player's family resembled the player character's spouse. This was the first time this was possible in the series!
- Players could use an in-game camera to take photos that could then be hung as portraits in their house. It was also possible to purchase photos from the festivals or have family photos taken at the photo studio in town.
- Players were able to choose from four playable characters, including the two from *Harvest Moon: Tree of Tranquility*, plus two entirely new characters.
- This was the first game in the series that included a trophy system that rewarded players for completing a multitude of tasks such as growing all of the crops, catching all of the fish, and meeting each of the wild animals.



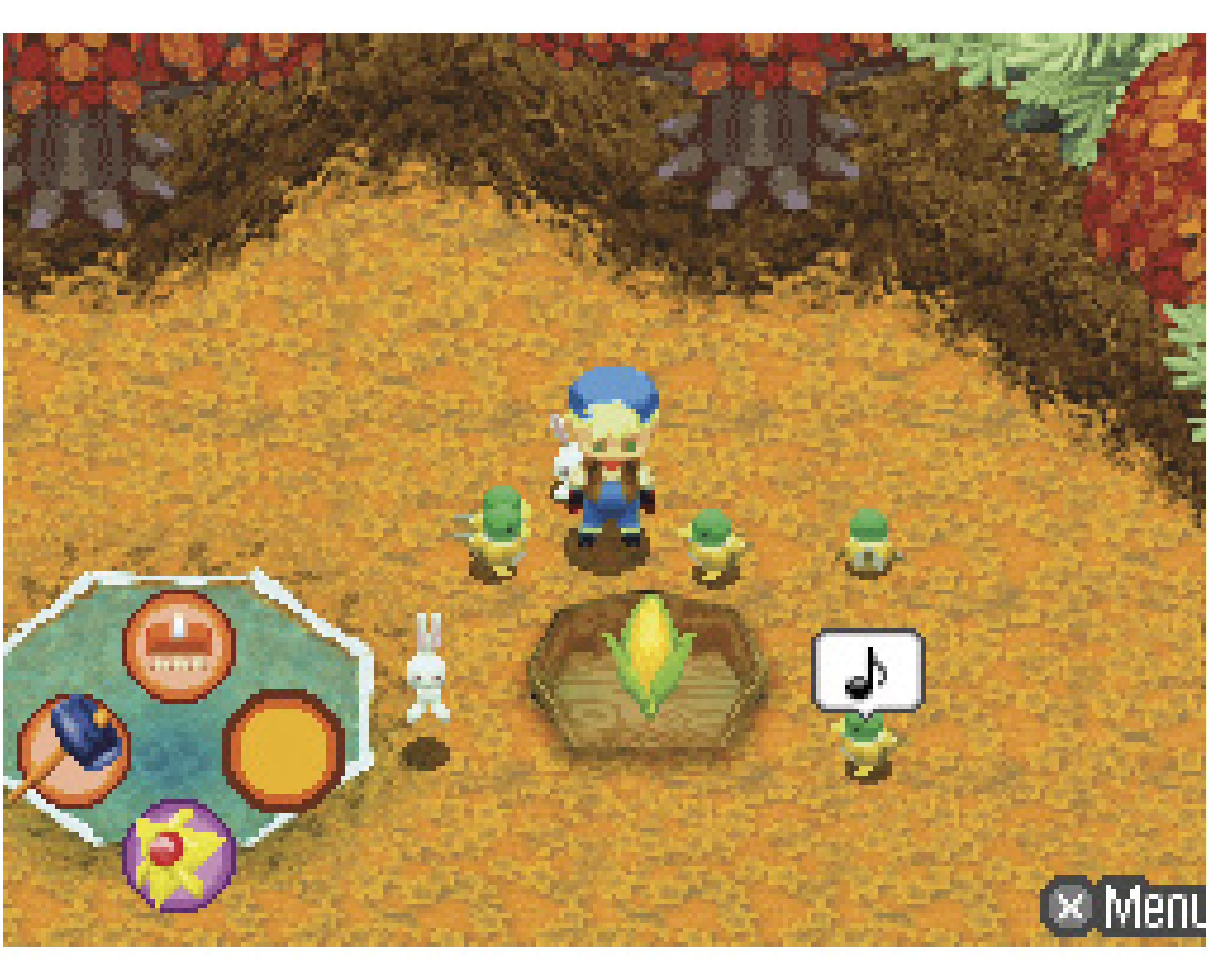
Twenty Years of Harvest Moon

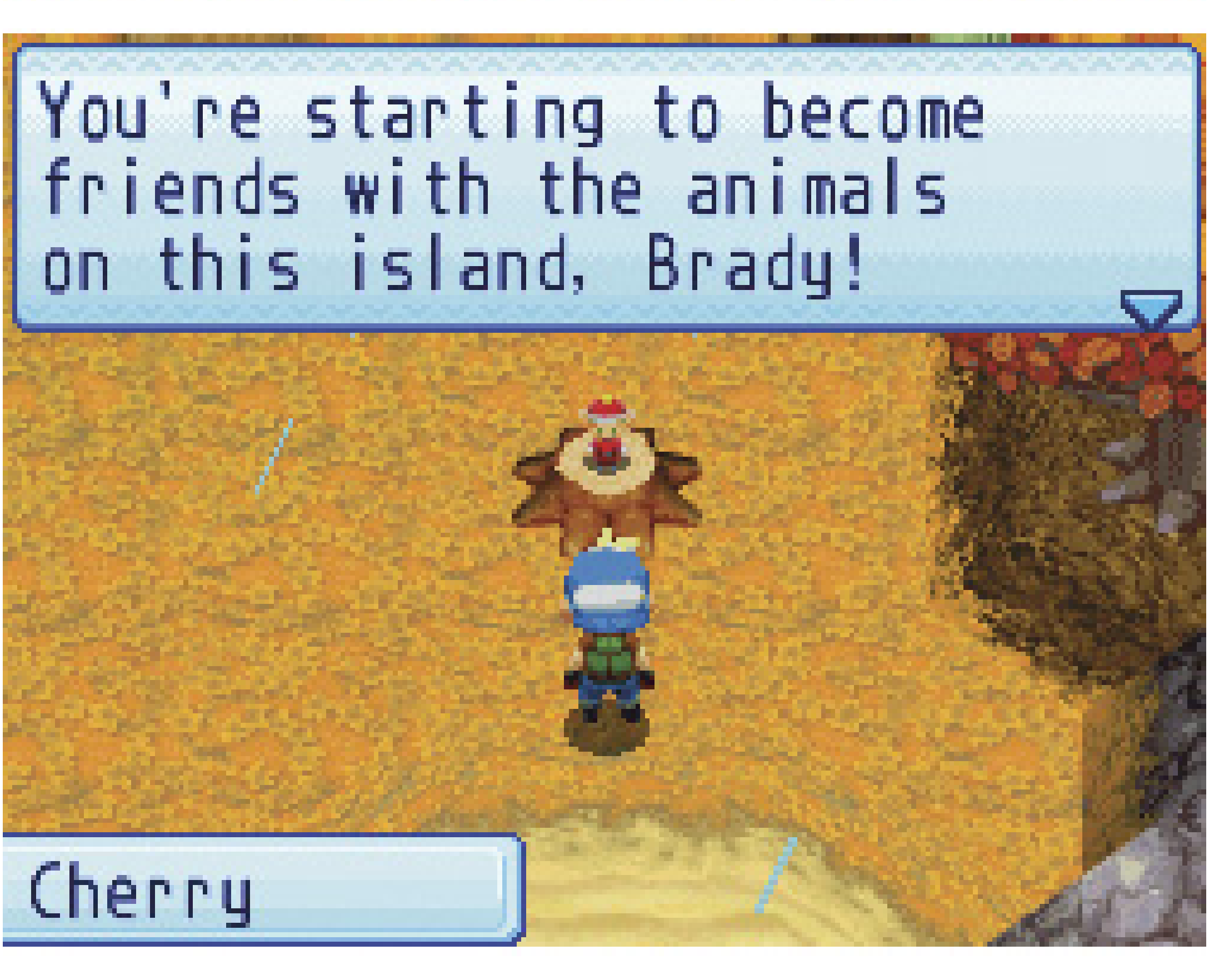
# Harvest Moon: Sunshine Islands

## Release Dates

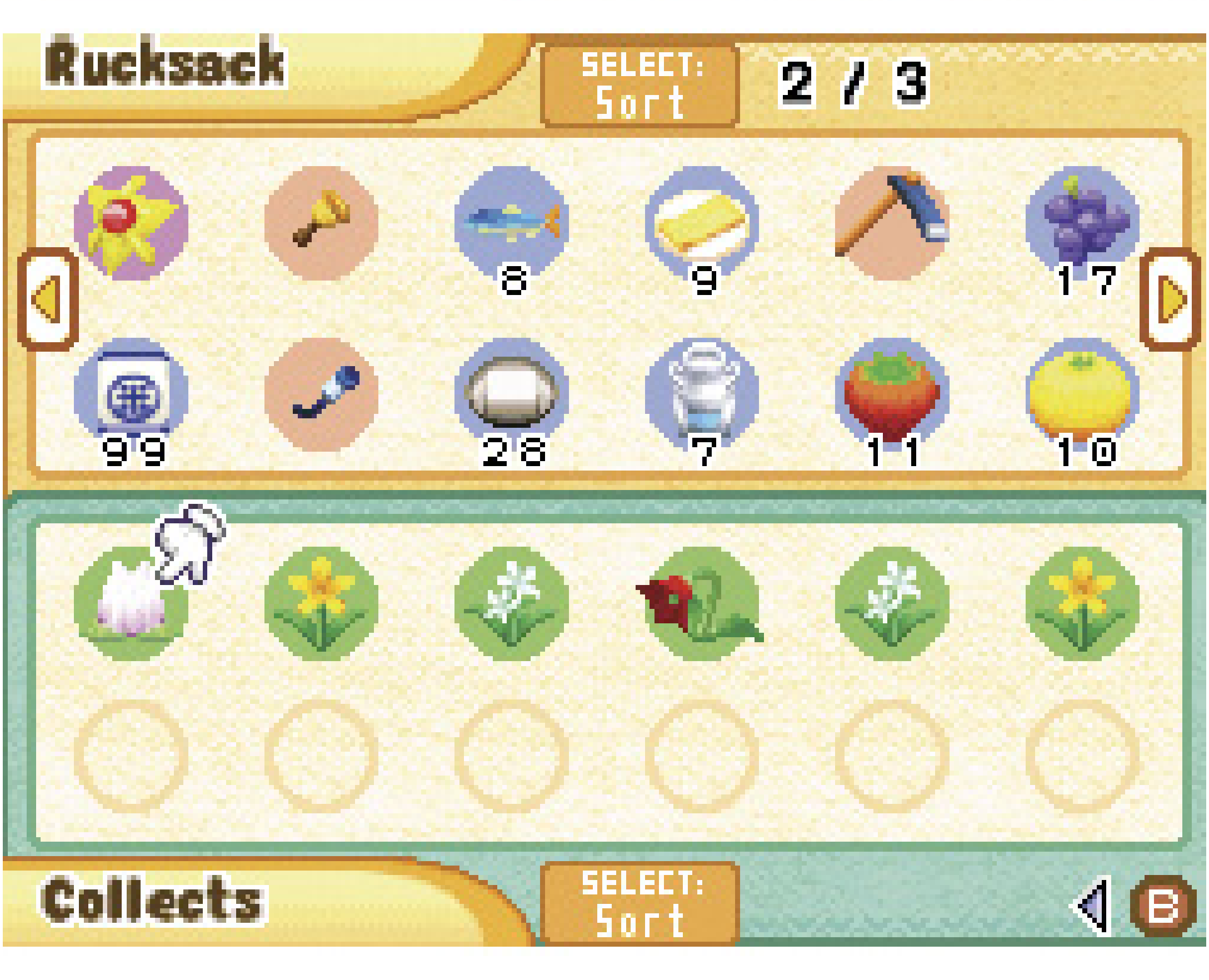
| Platform | North America | Europe |
|---|---|---|
| DS | November 10, 2009 | December 2010 |

Releasing a year after the last main entry in the series to come to the Nintendo DS, Harvest Moon: *Sunshine Islands* was effectively an enhanced remake of *Harvest Moon: Island of Happiness*. Mark and Chelsea return, this time to a series of islands that have sunk into the ocean. It was up to the player to find the Sun Stones required to restore the Sunshine Islands to their pre-earthquake status.

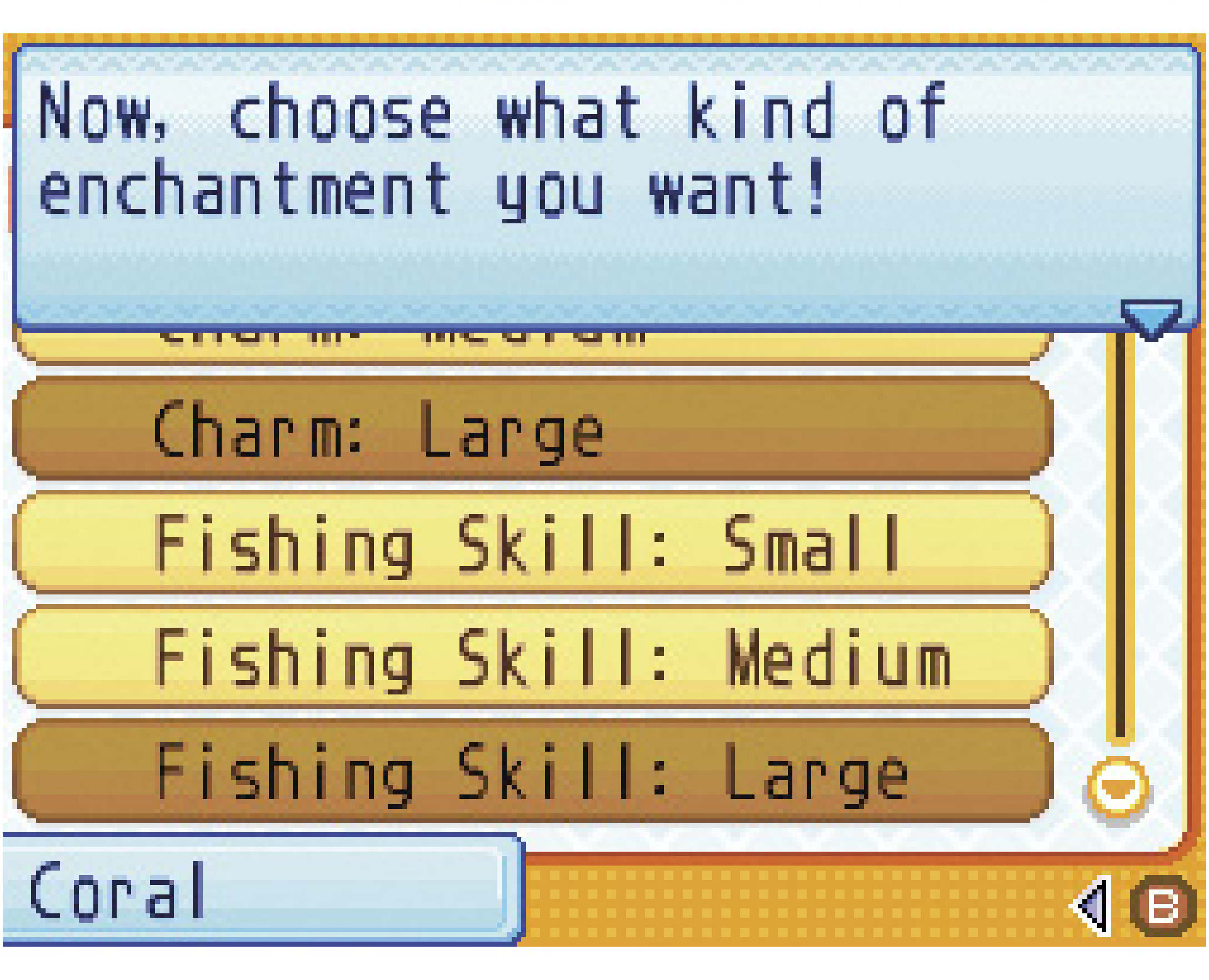




You're starting to become friends with the animals on this island, Brady!



Rucksack
SELECT: Sort
2 / 3
8
9
17
99
28
7
11
10
Collects
SELECT: Sort
B



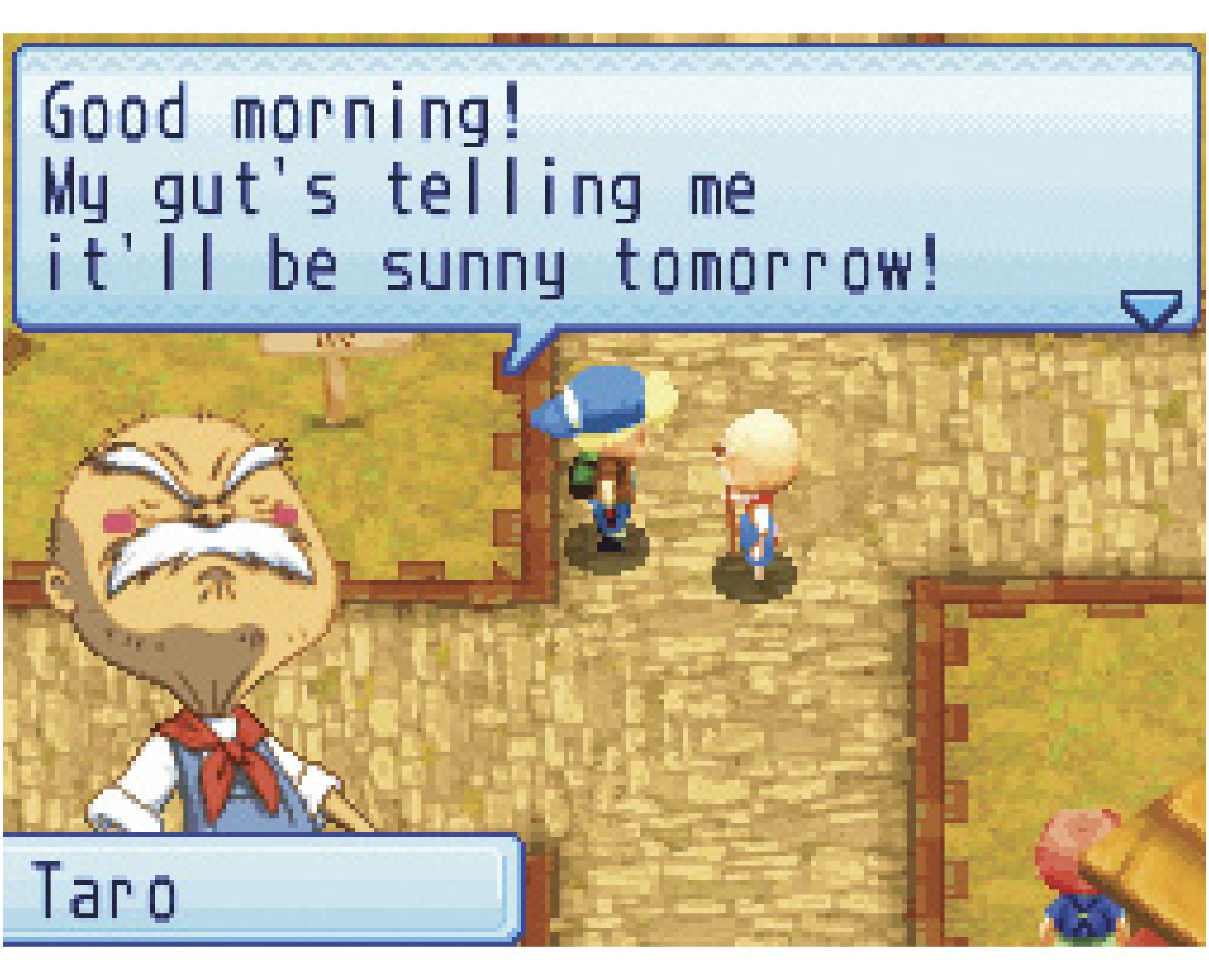
Now, choose what kind of enchantment you want!

Charm: Large

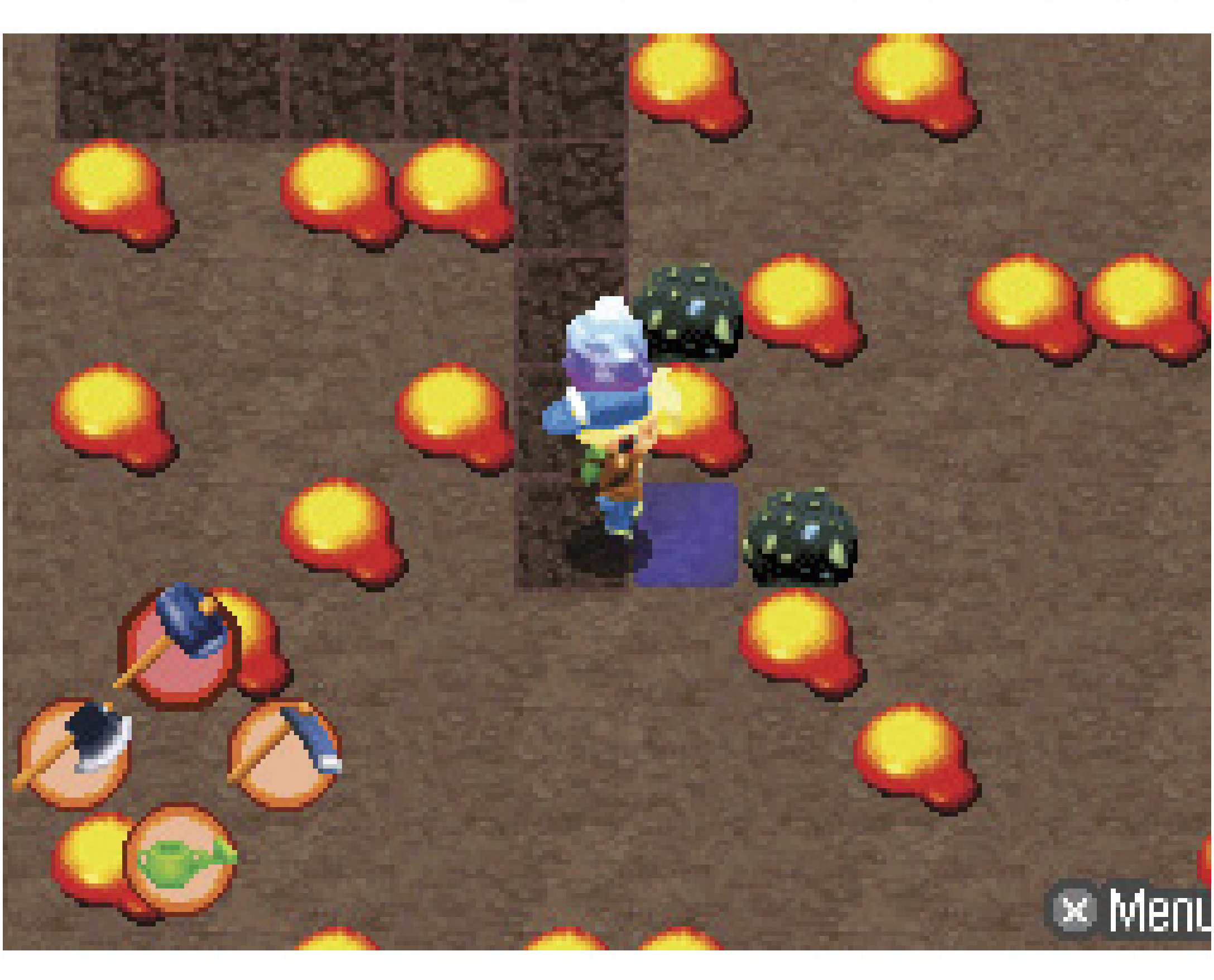
Fishing Skill: Small

Fishing Skill: Medium

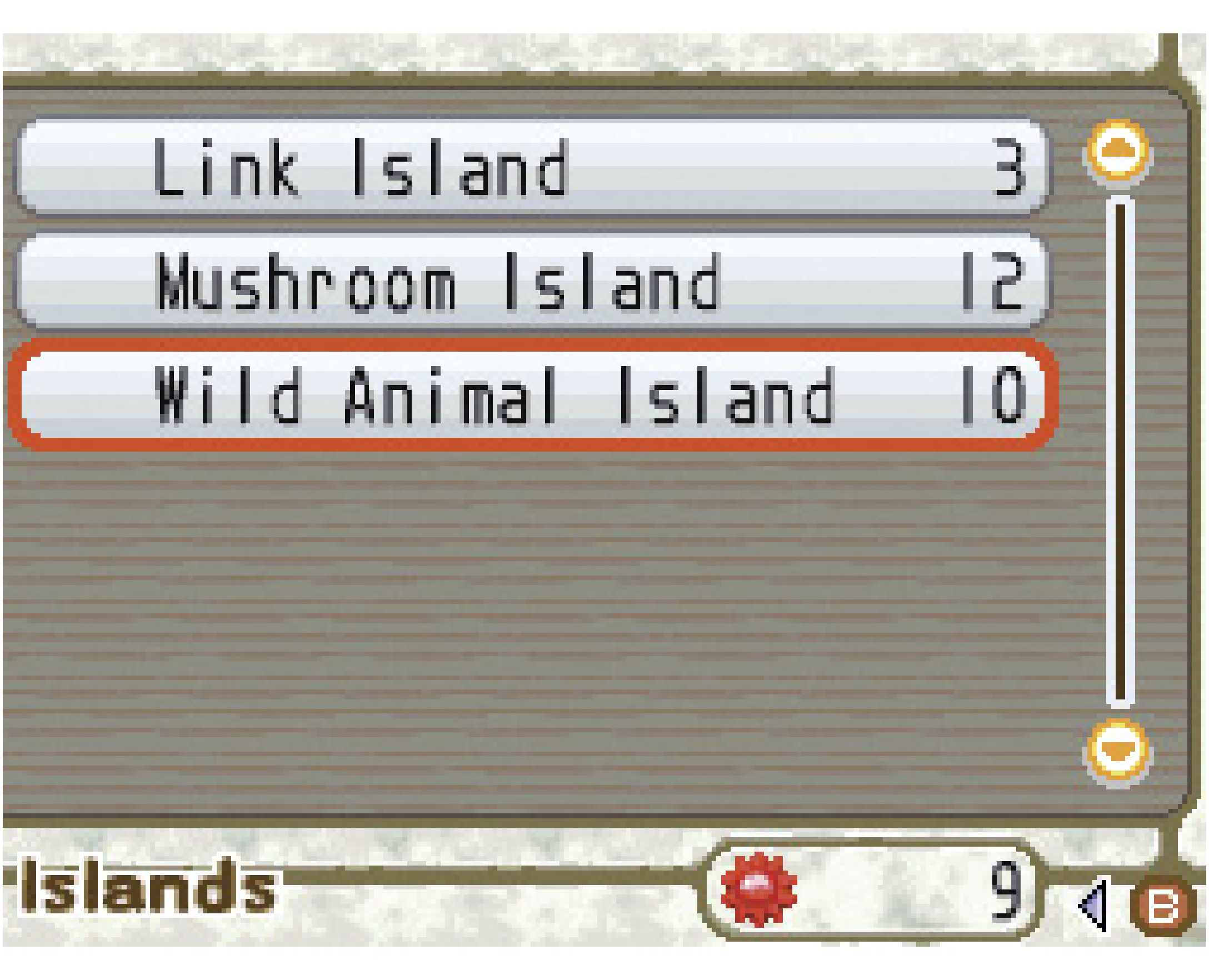
Fishing Skill: Large



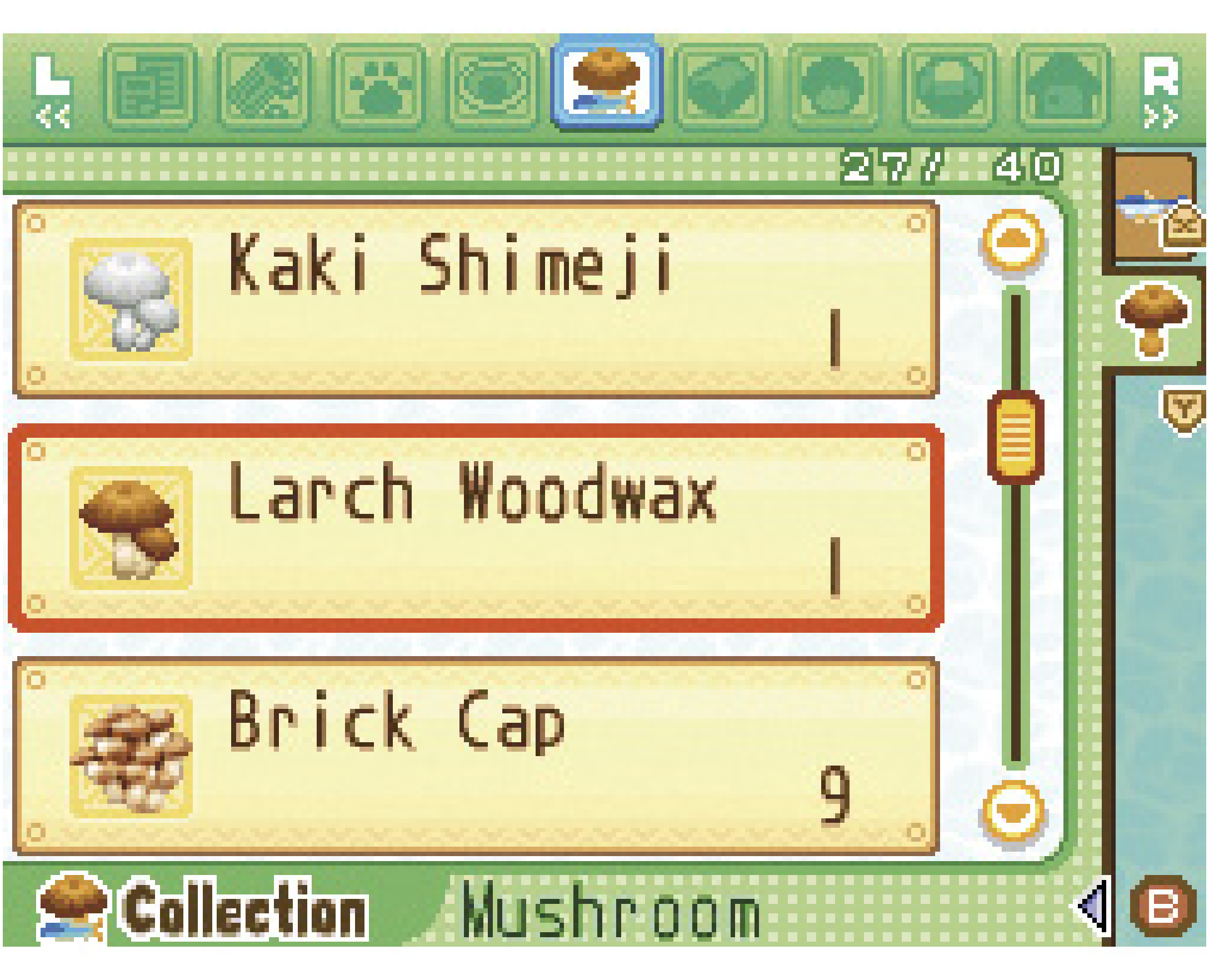
Good morning!
My gut's telling me
it'll be sunny tomorrow!



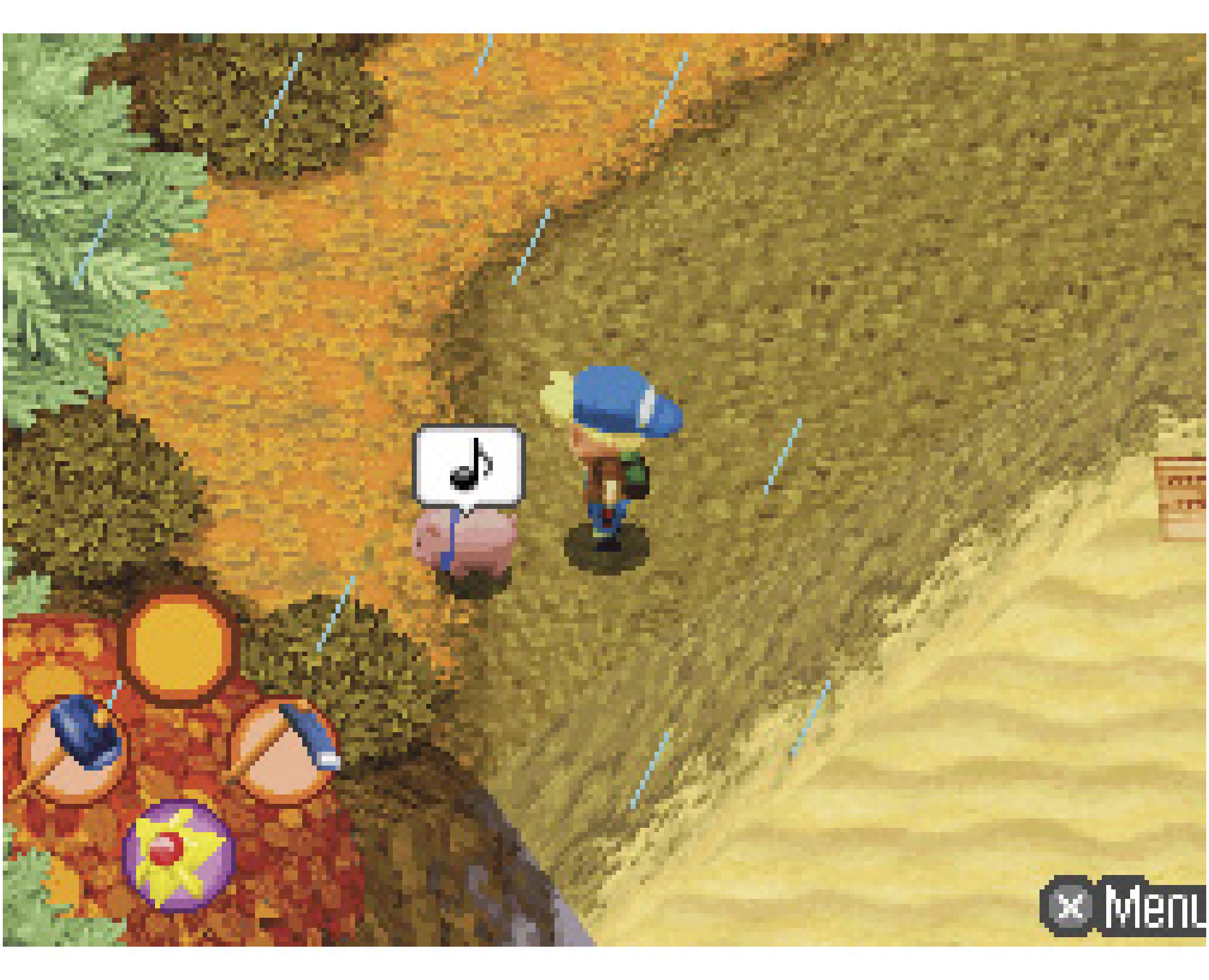
Aside from an expansion of the game world to multiple islands, the major difference between this game and its predecessor was the reduced emphasis on touch controls. Now players could move their character using the D-Pad and interact with tools and other characters using the buttons, as with prior games in the series. The other significant change was the inclusion of two new bachelor/bachelorette characters, Will and Lily.

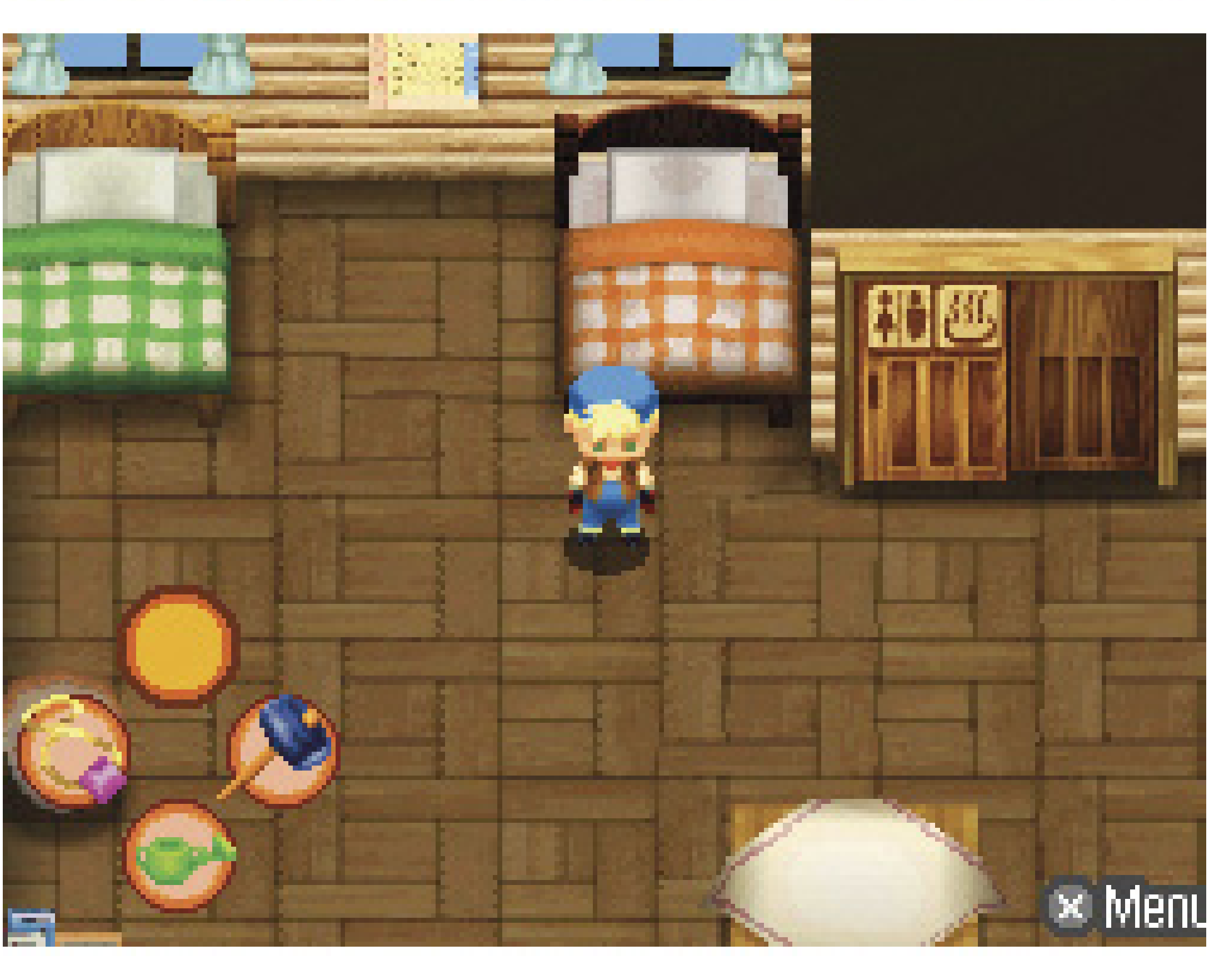


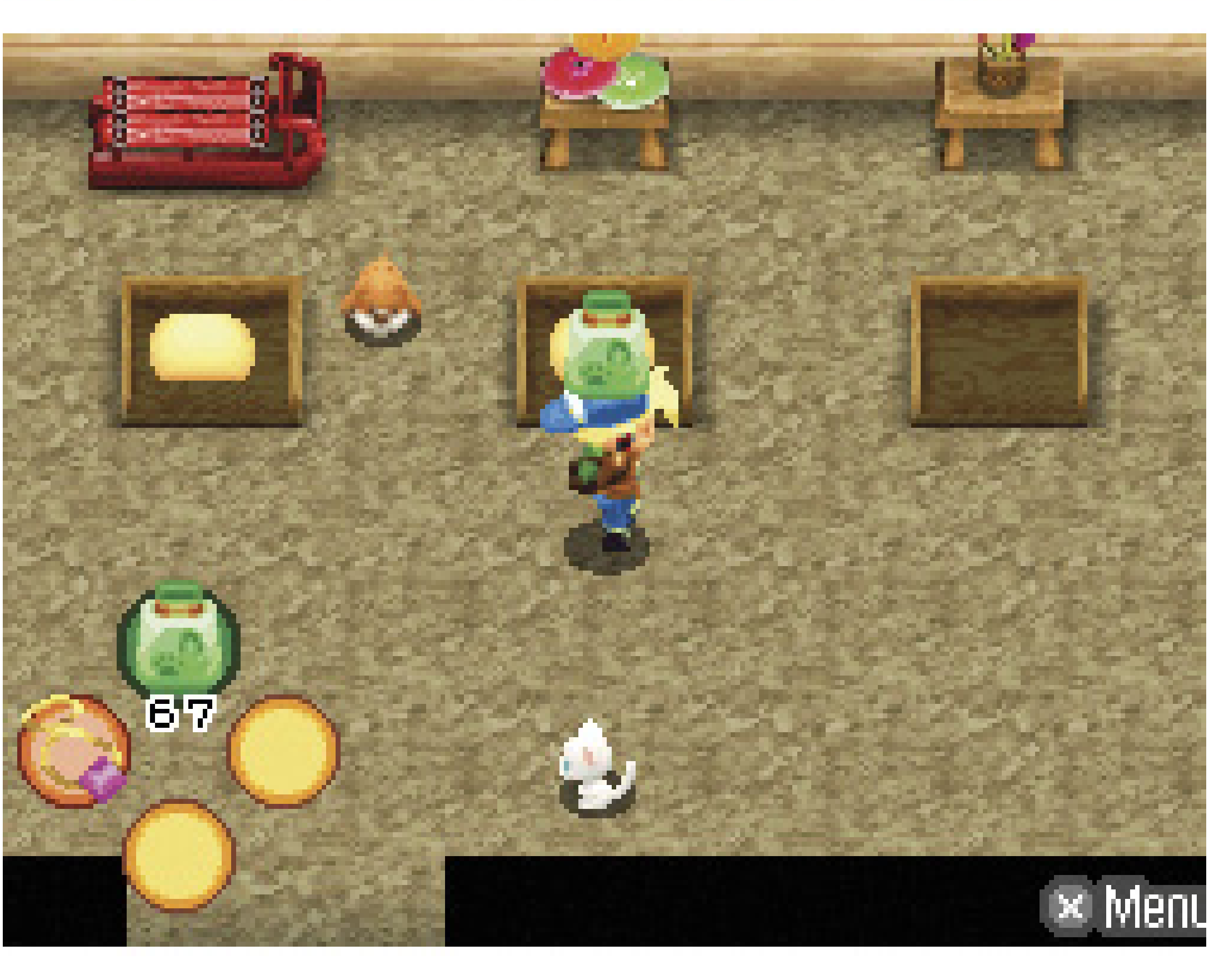
| Link Island | 3 |
|---|---|
| Mushroom Island | 12 |
| Wild Animal Island | 10 |

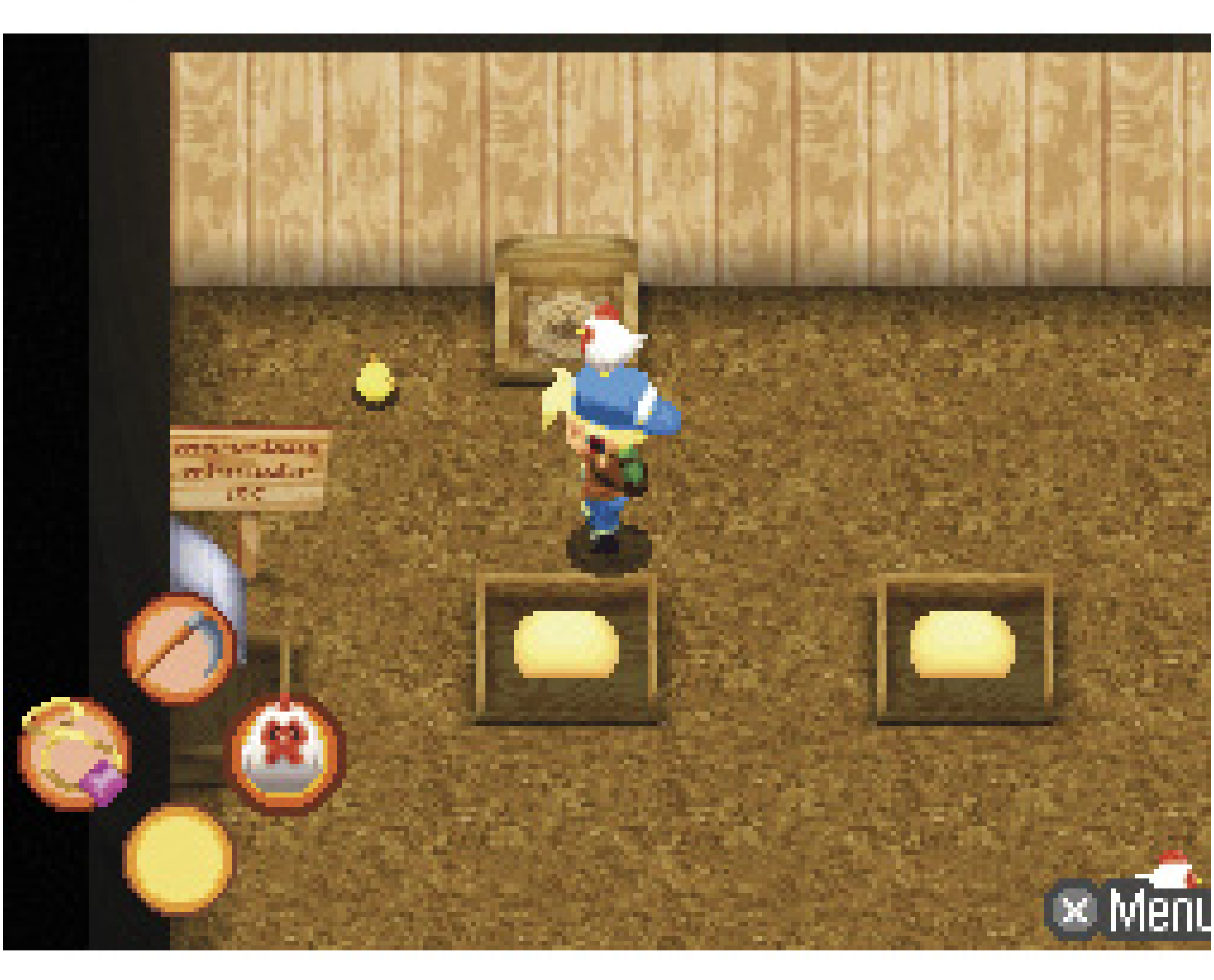


L
R
27/ 40
Kaki Shimeji
1
Larch Woodwax
1
Brick Cap
9
Collection
Mushroom
B

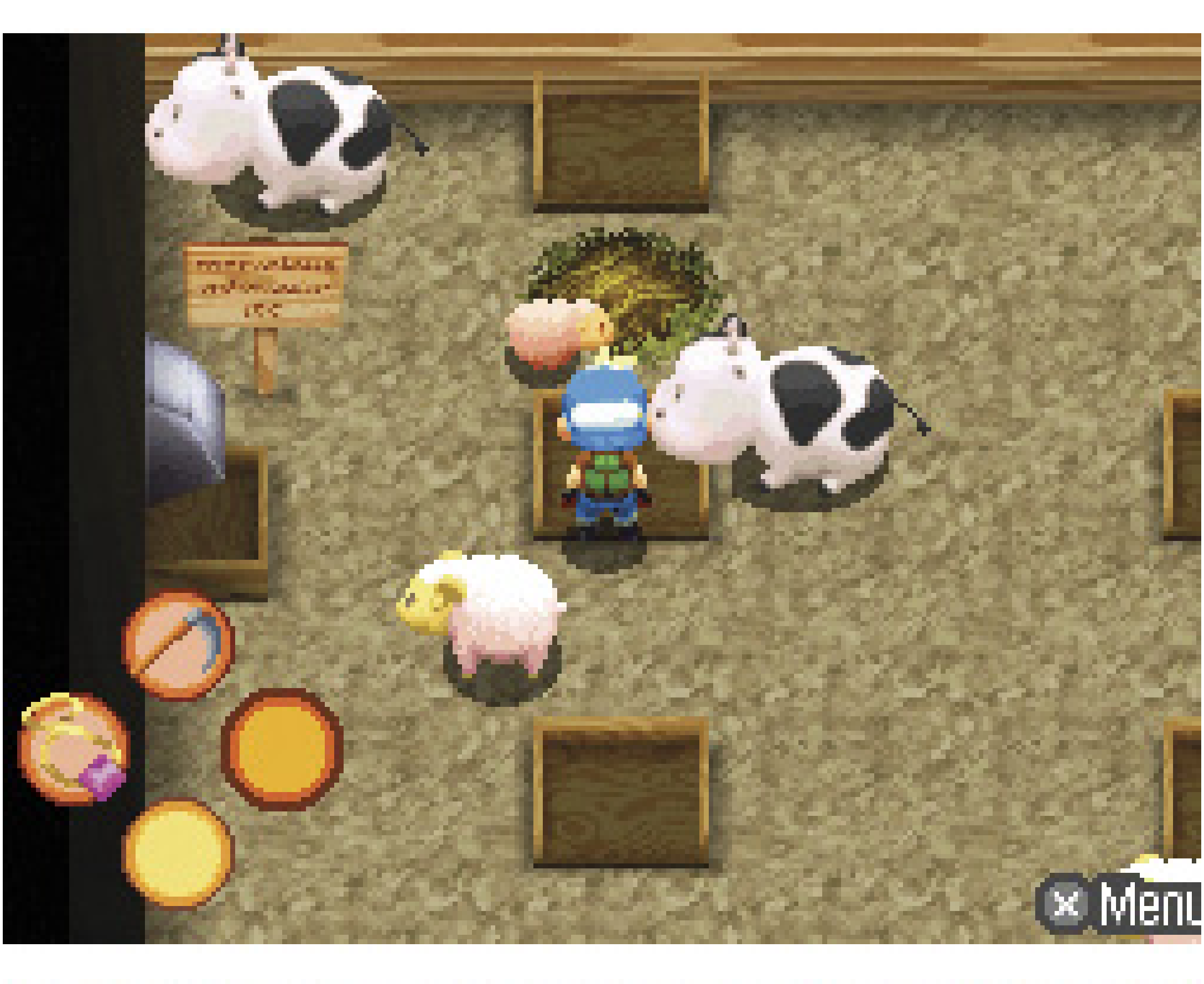


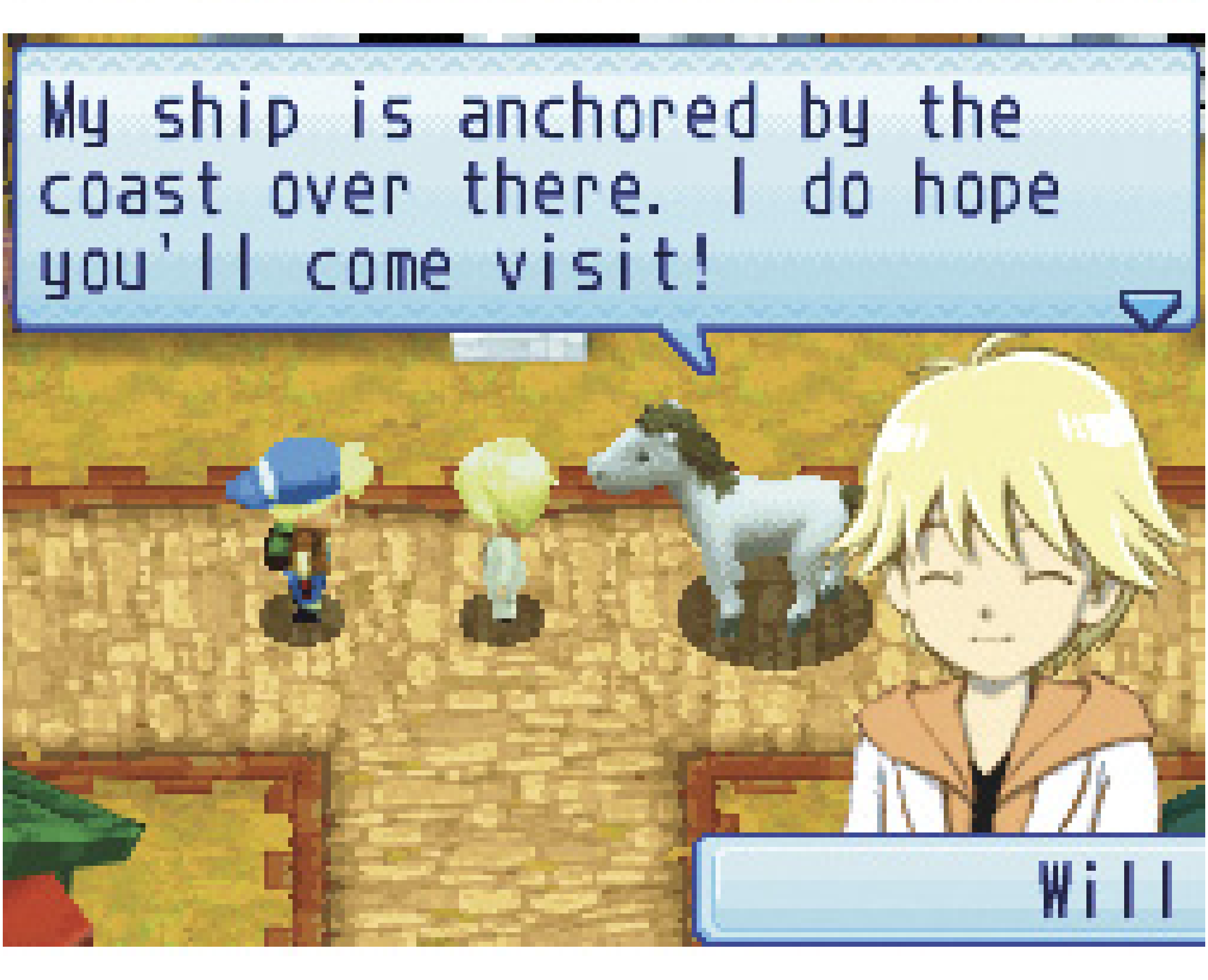




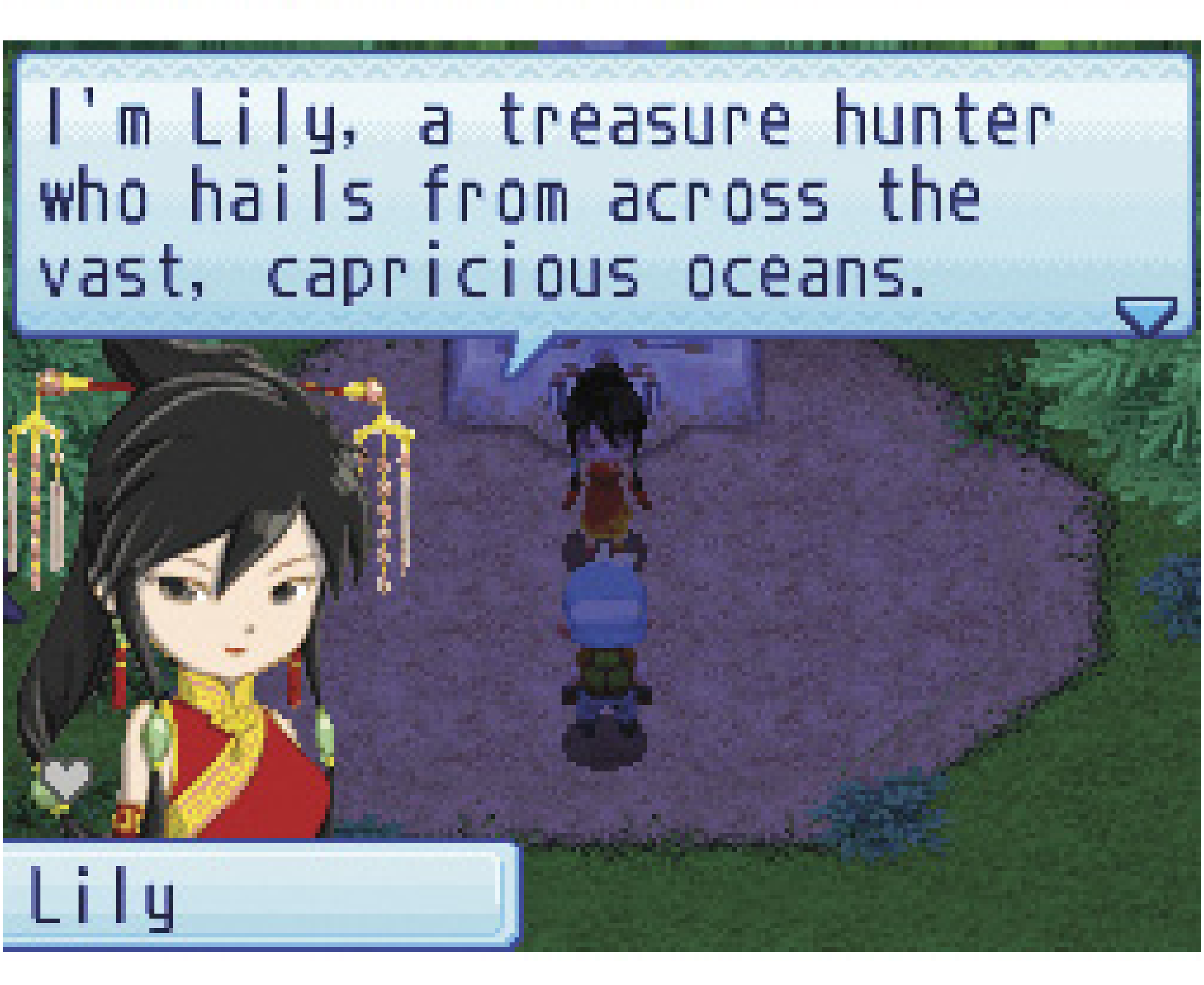


Harvest Moon: *Sunshine Islands* also included several other tweaks to differentiate it from Island of Happiness. For starters, there were many more fish, recipes, and mushroom species to collect, as well as more valuable species of livestock, such as the Jersey Cow and Suffolk Sheep. Harvest Sprites could be hired to perform simple tasks around the farm, such as feeding the animals. Artificial Suns could be used in the greenhouse to allow you to grow any seasonal crops.

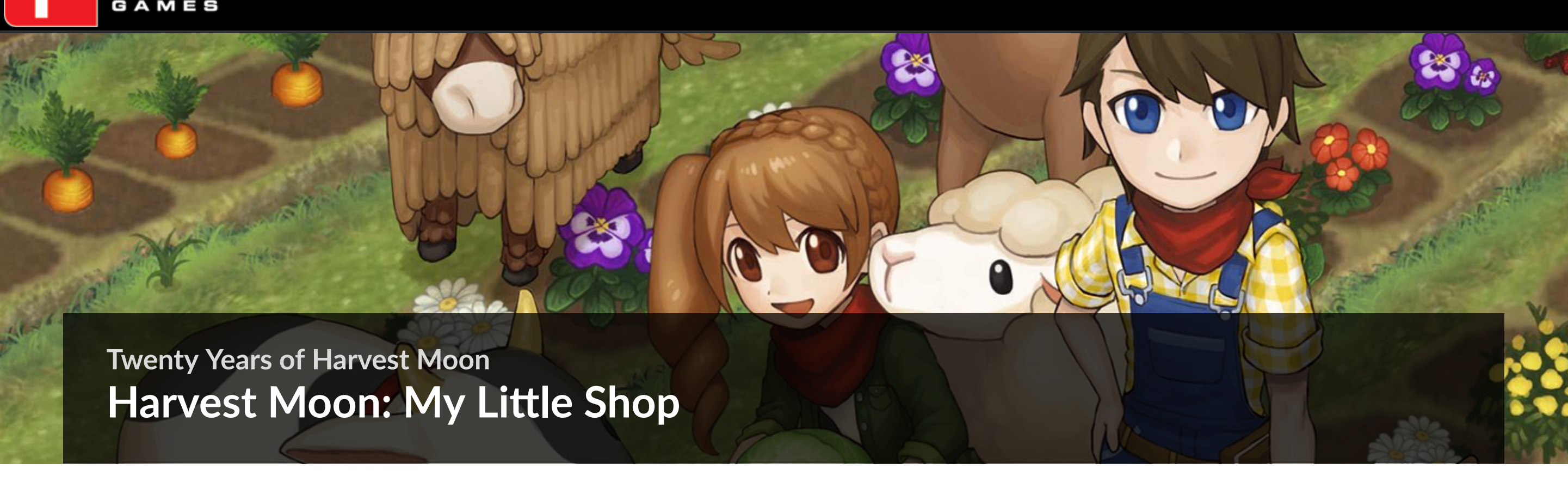




My ship is anchored by the coast over there. I do hope you'll come visit!



I'm Lily, a treasure hunter who hails from across the vast, capricious oceans.



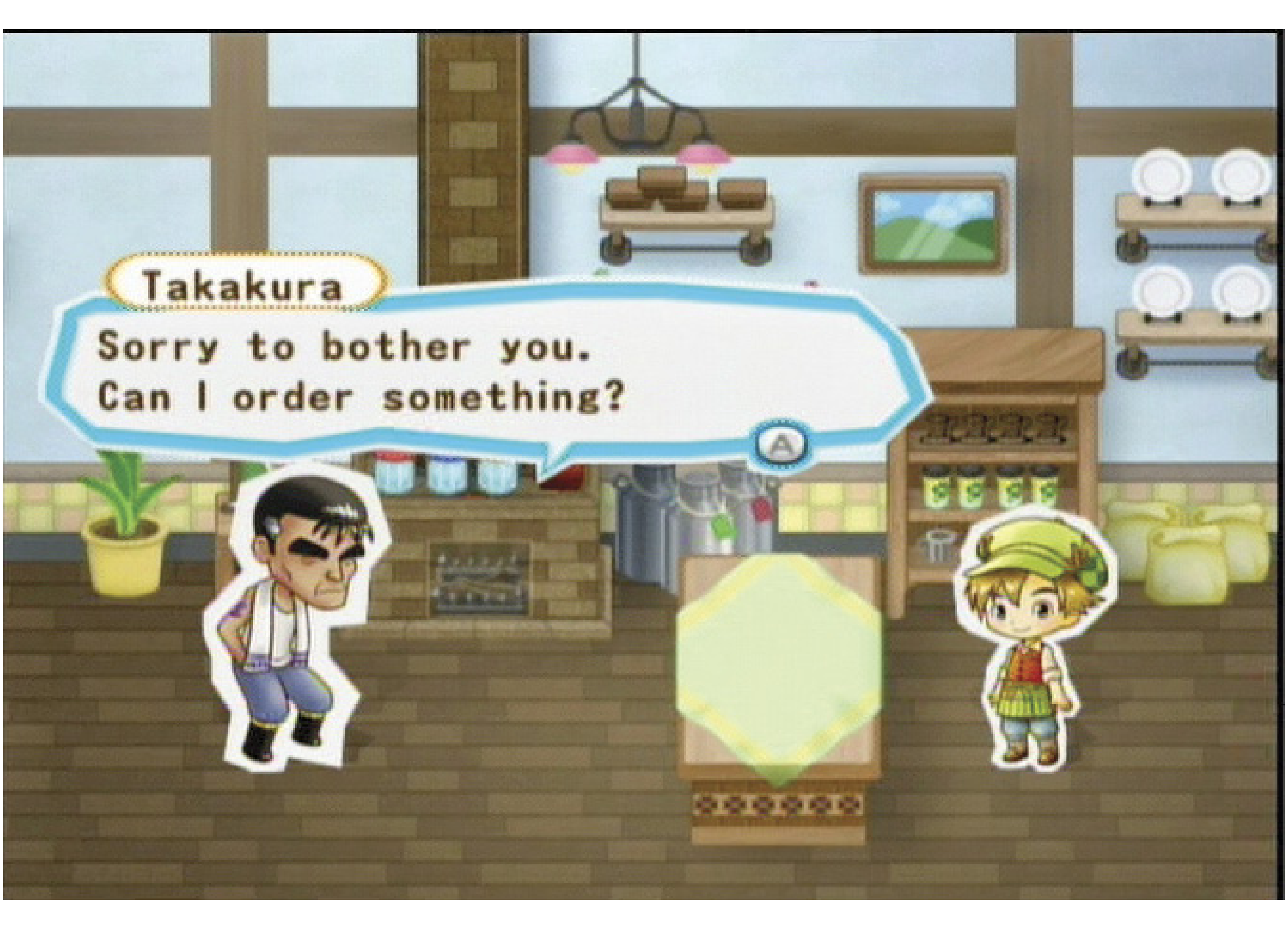
Twenty Years of Harvest Moon

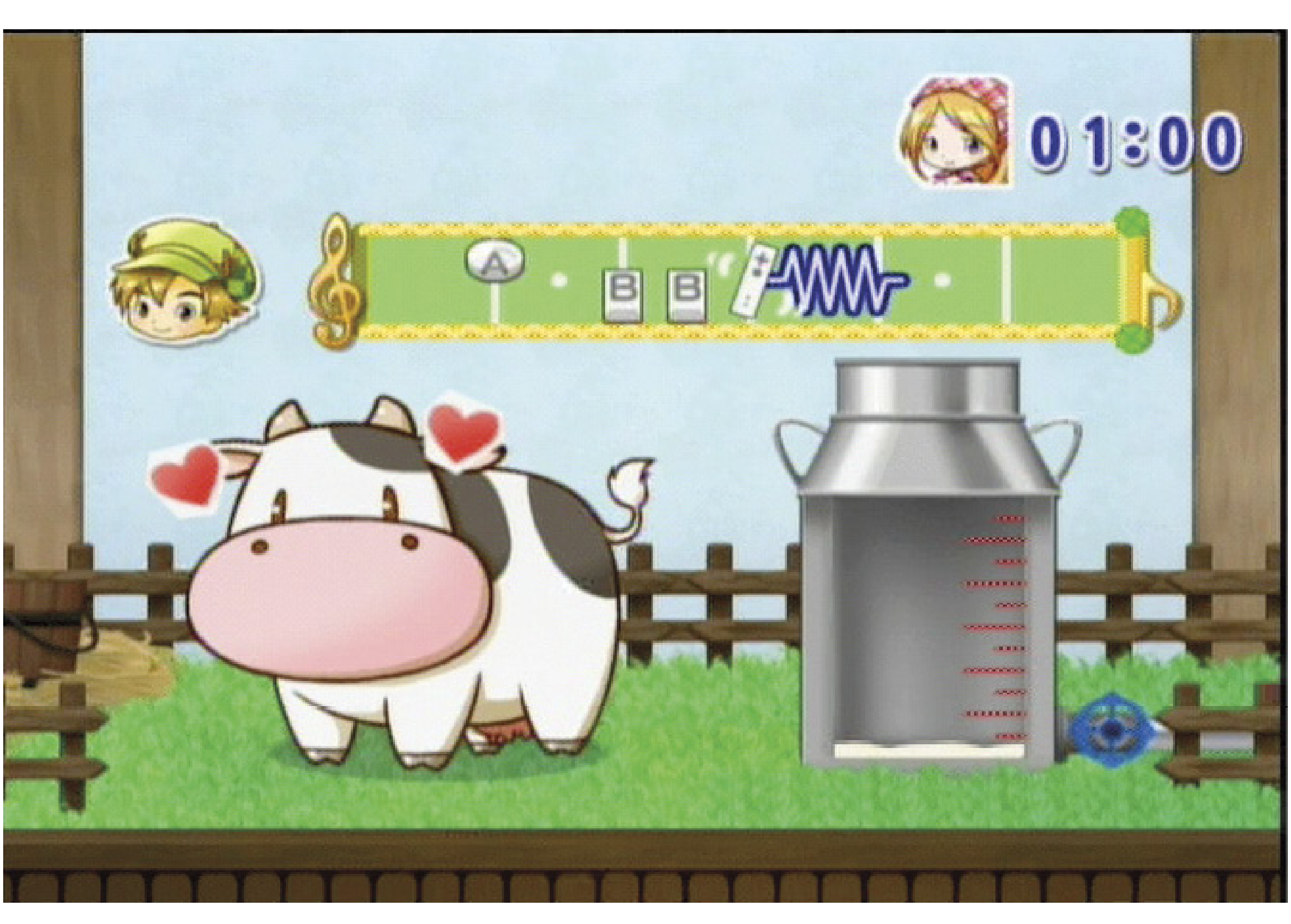
# Harvest Moon: My Little Shop

Harvest Moon
My Little Shop
Press the A Button
Licensed to and published by Natsume Inc.
Harvest Moon ® & ©1998-2009 Natsume Inc.
©2009 Marvelous Entertainment Inc. All Rights Reserved.

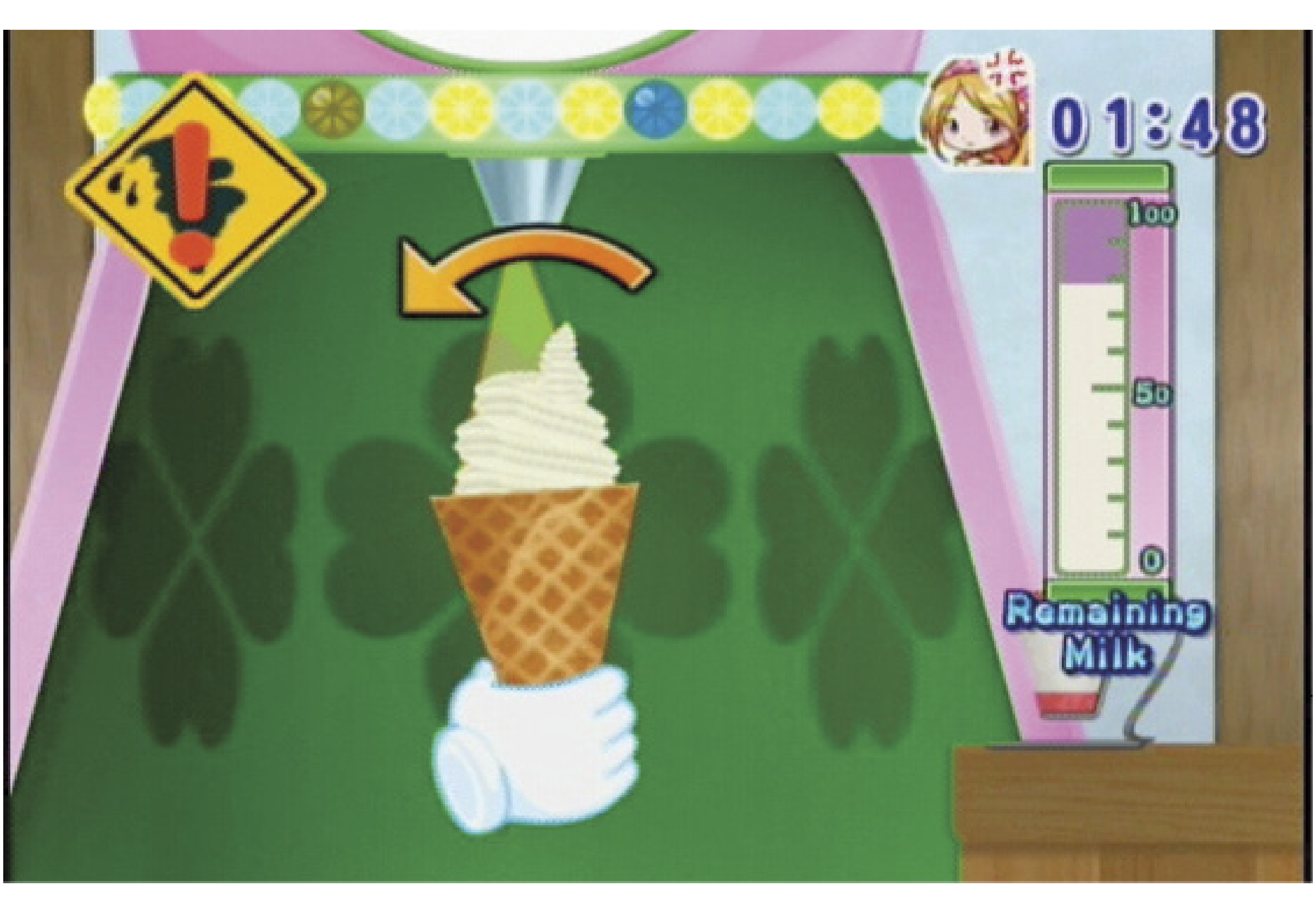
**Release Dates**

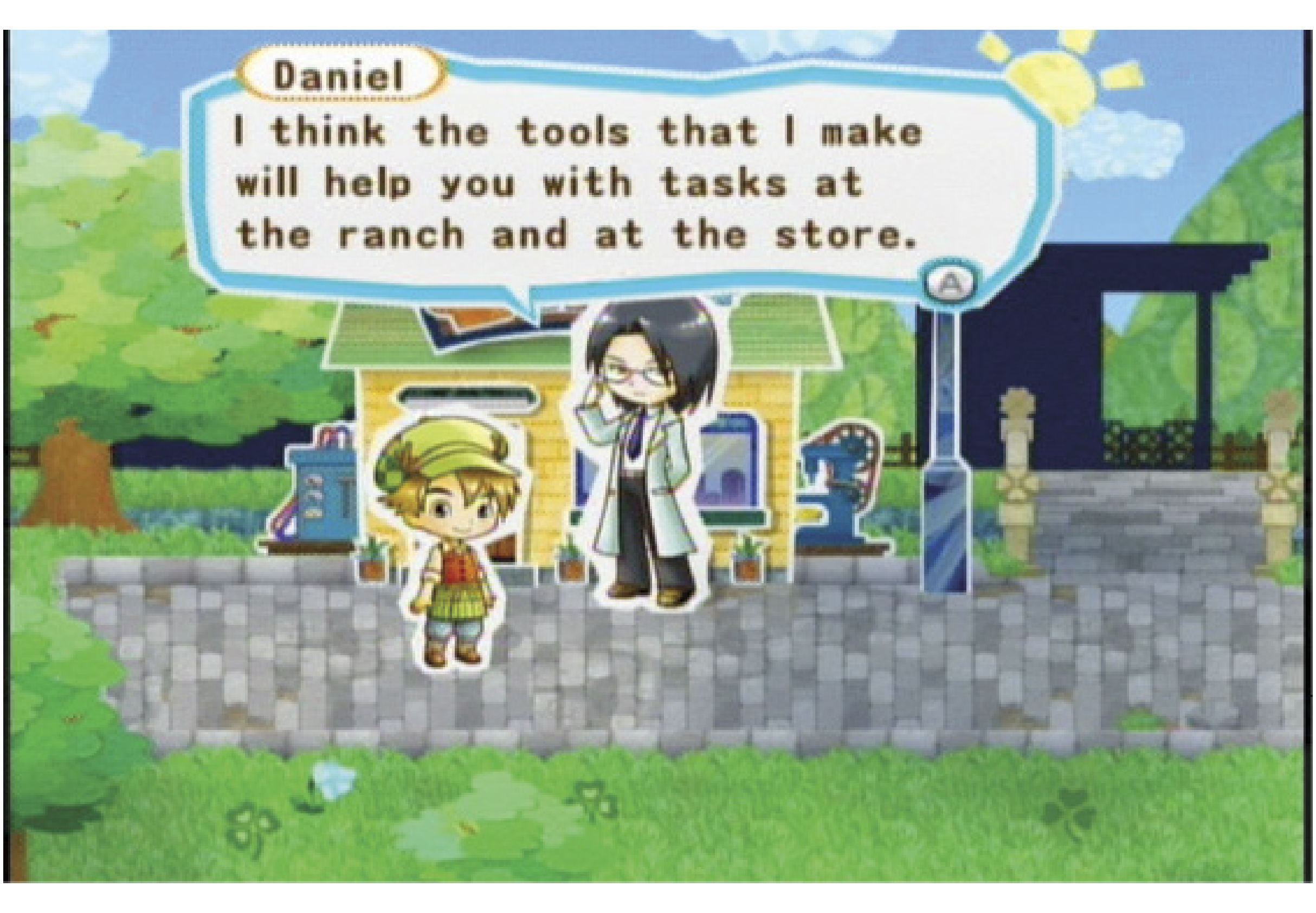
| Platform | North America | Europe |
|---|---|---|
| Wii | November 23, 2009 | – |

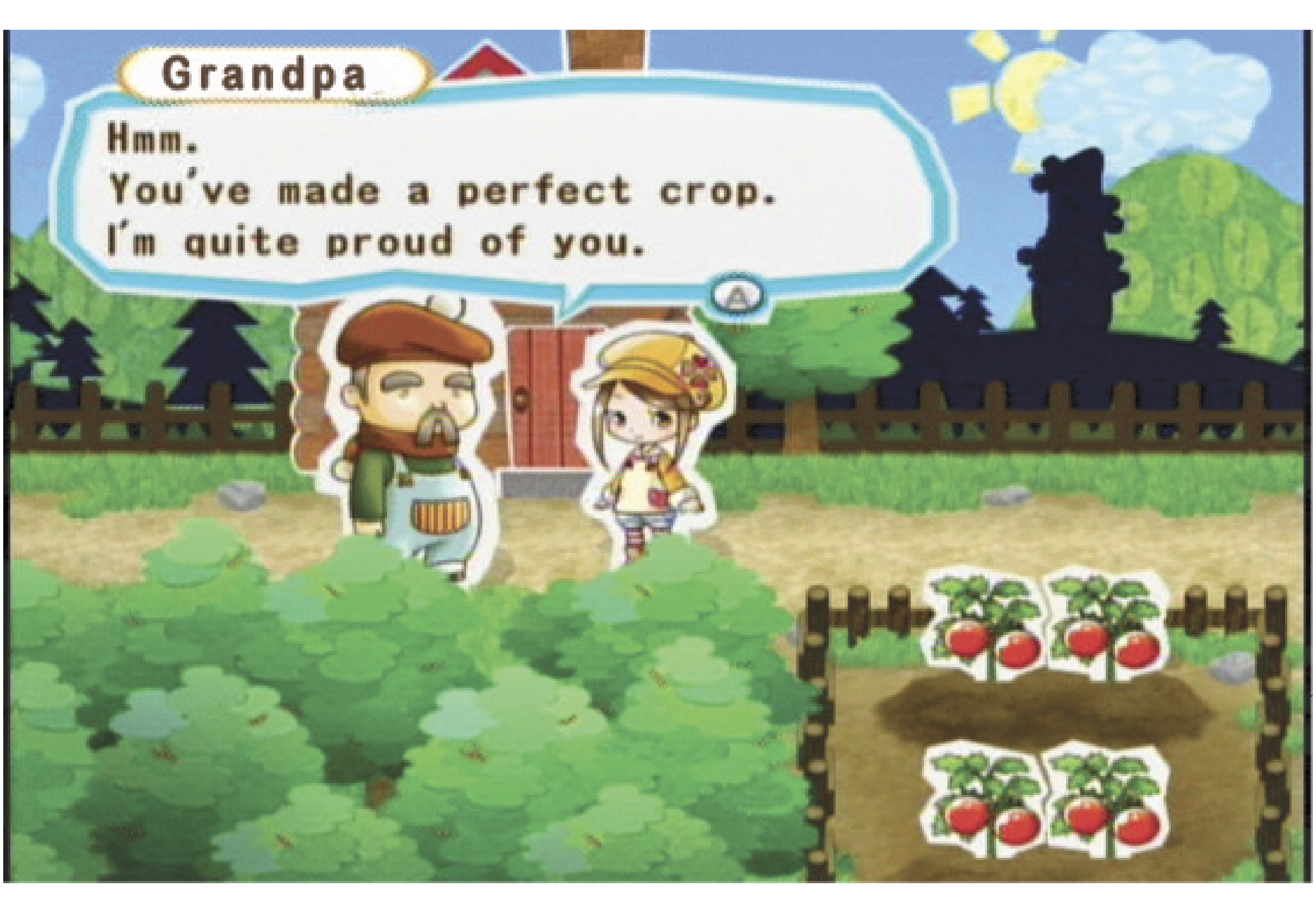

Takakura
Sorry to bother you.
Can I order something?

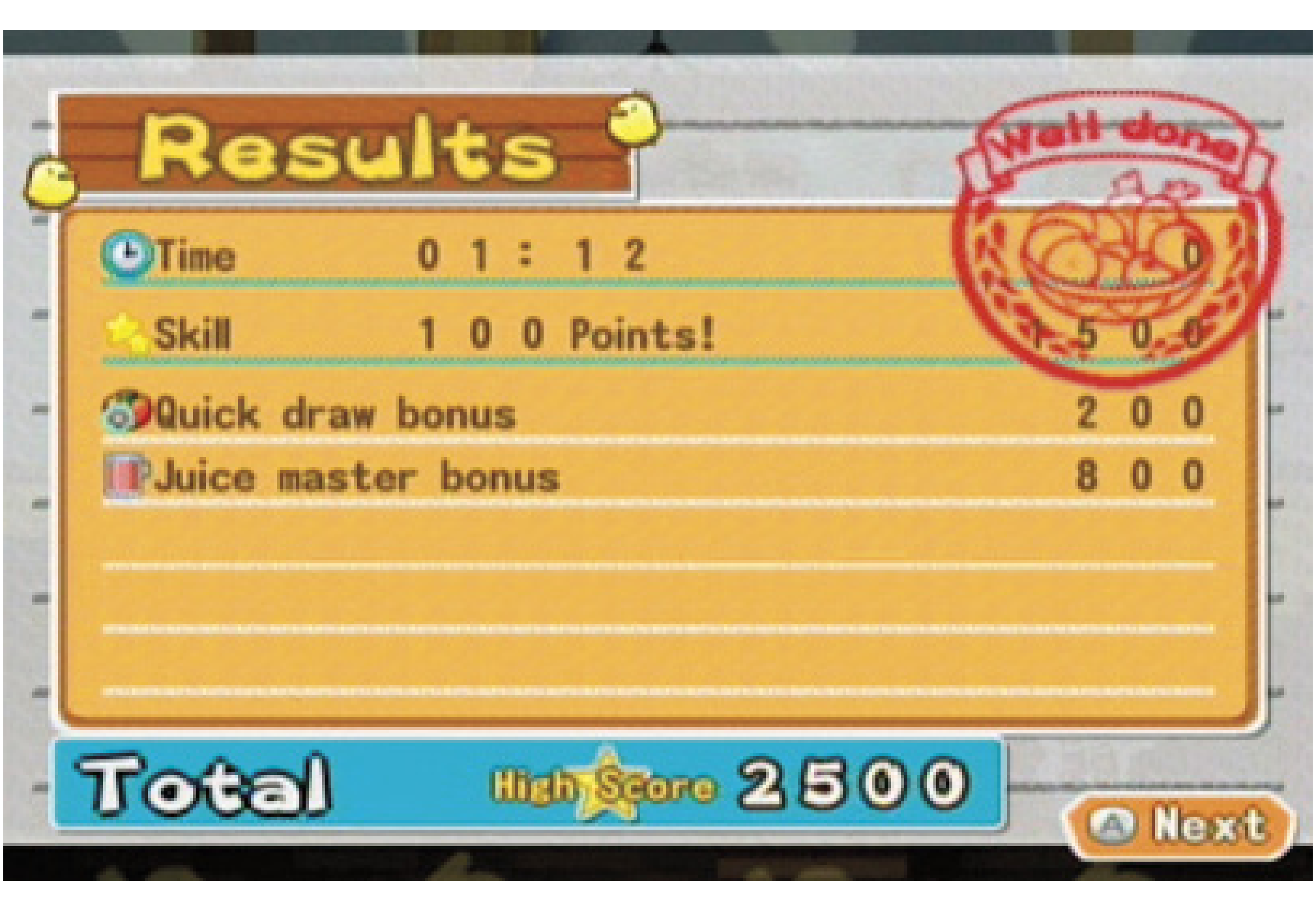


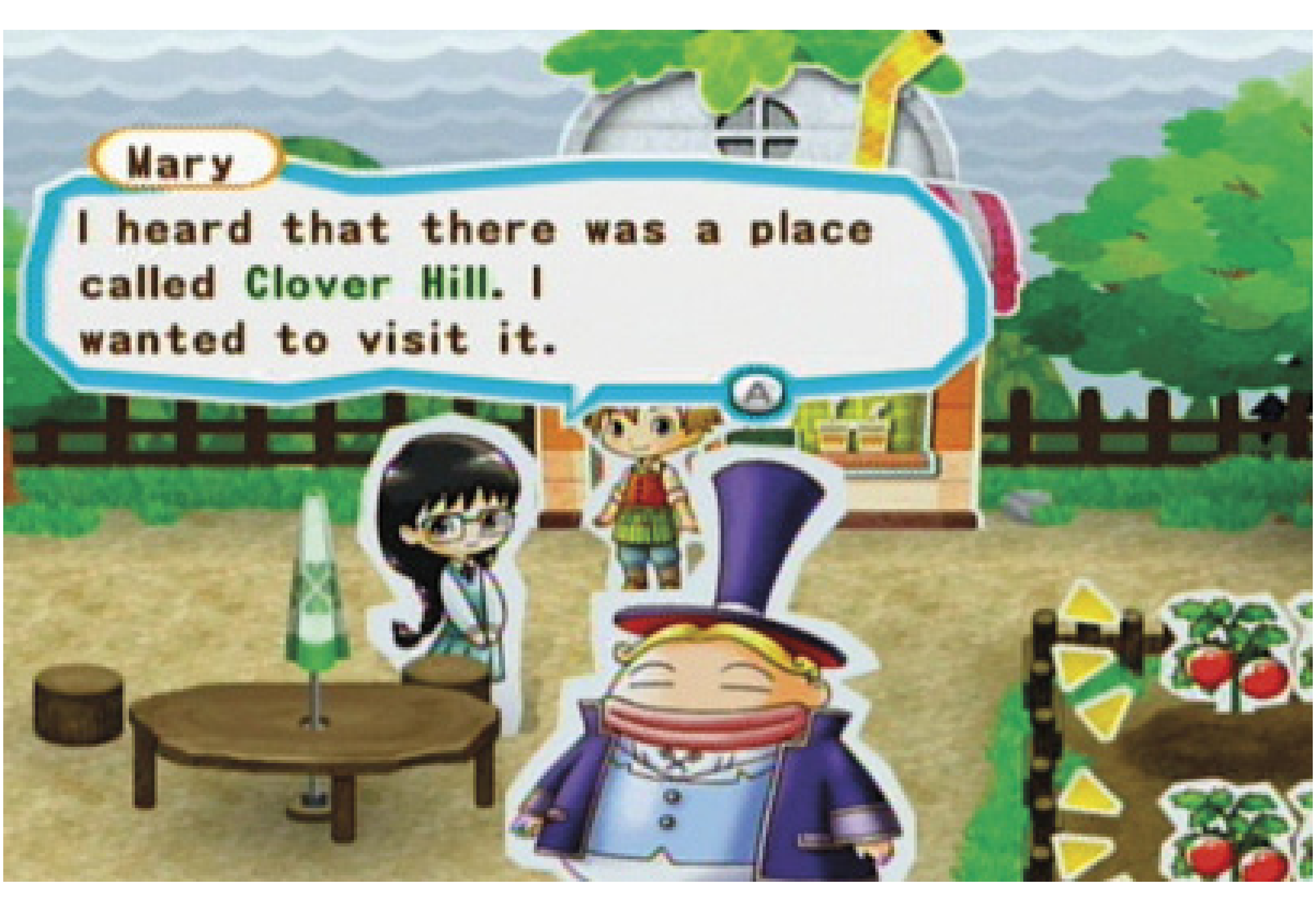
Taking advantage of the Wii's popularity—and the digital storefront known as WiiWare, Natsume digitally published a collection of mini-games known as *Harvest Moon: My Little Shop*. The game took the farming theme the series was known for and tasked players with running a small country store.


01:48
100
50
0
Remaining Milk

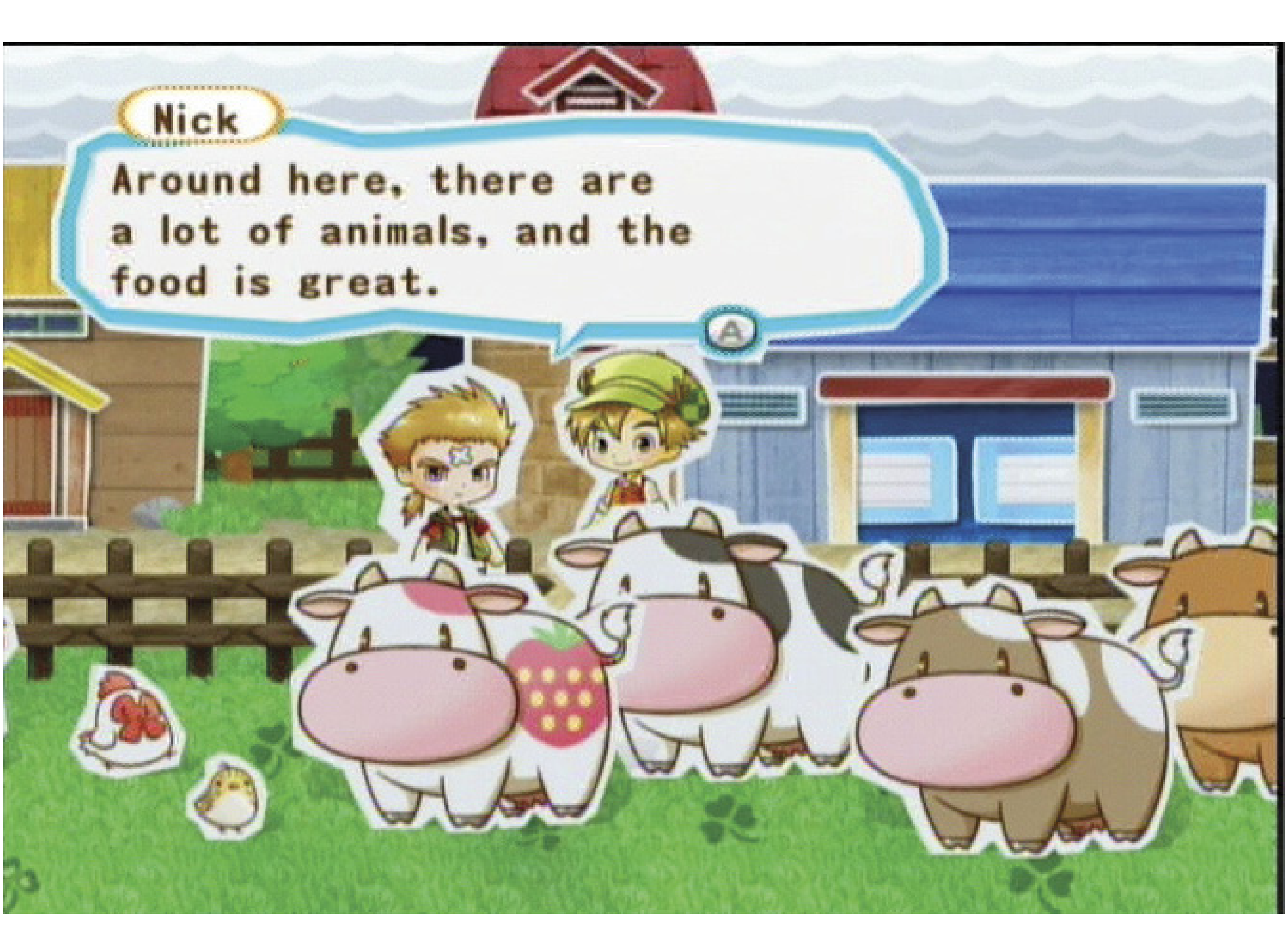

Daniel
I think the tools that I make will help you with tasks at the ranch and at the store.

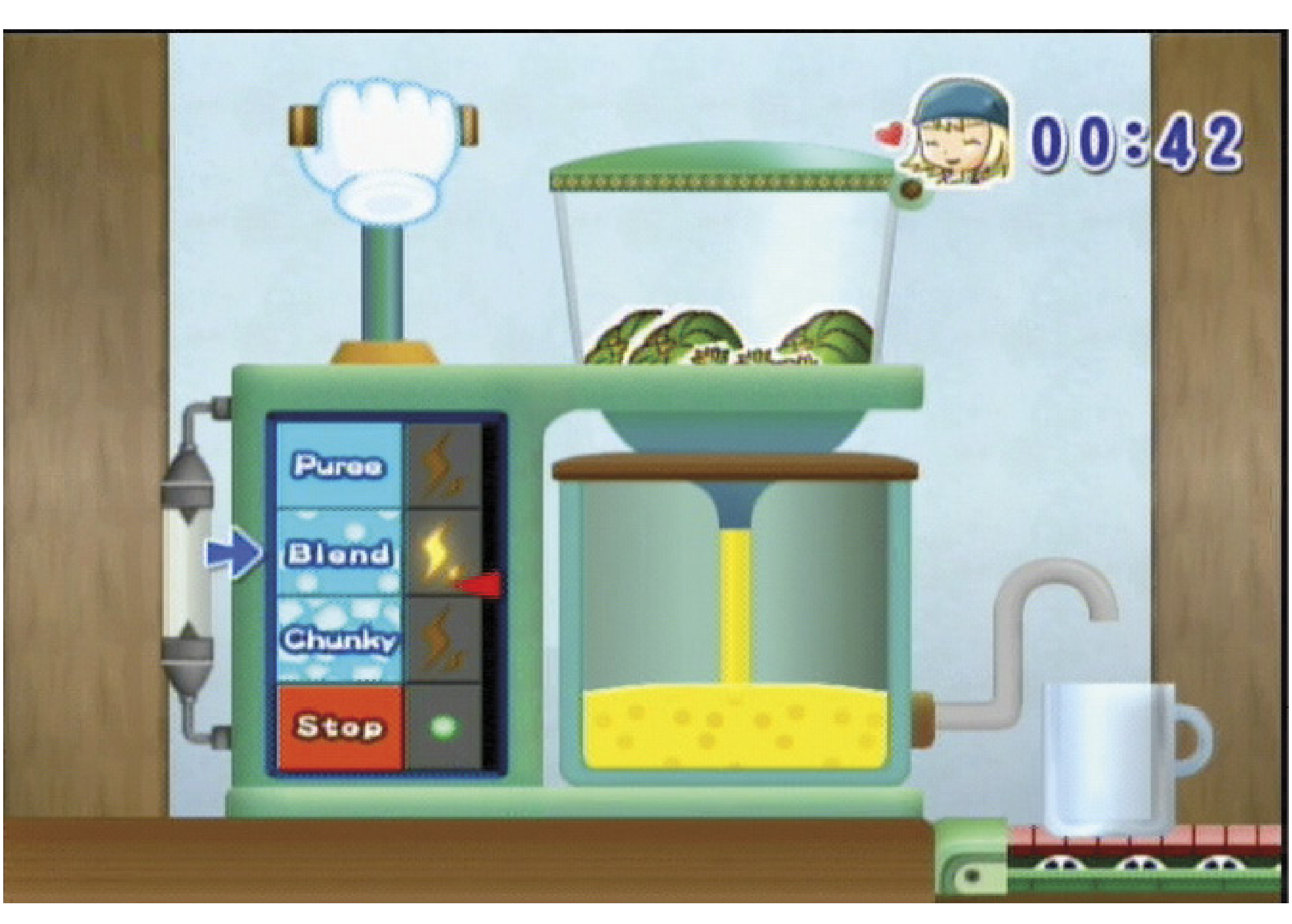

Grandpa
Hmm.
You've made a perfect crop.
I'm quite proud of you.


Results
Well done
Time 01:12
Skill 100 Points! 1500
Quick draw bonus 200
Juice master bonus 800
Total
High Score 2500
Next

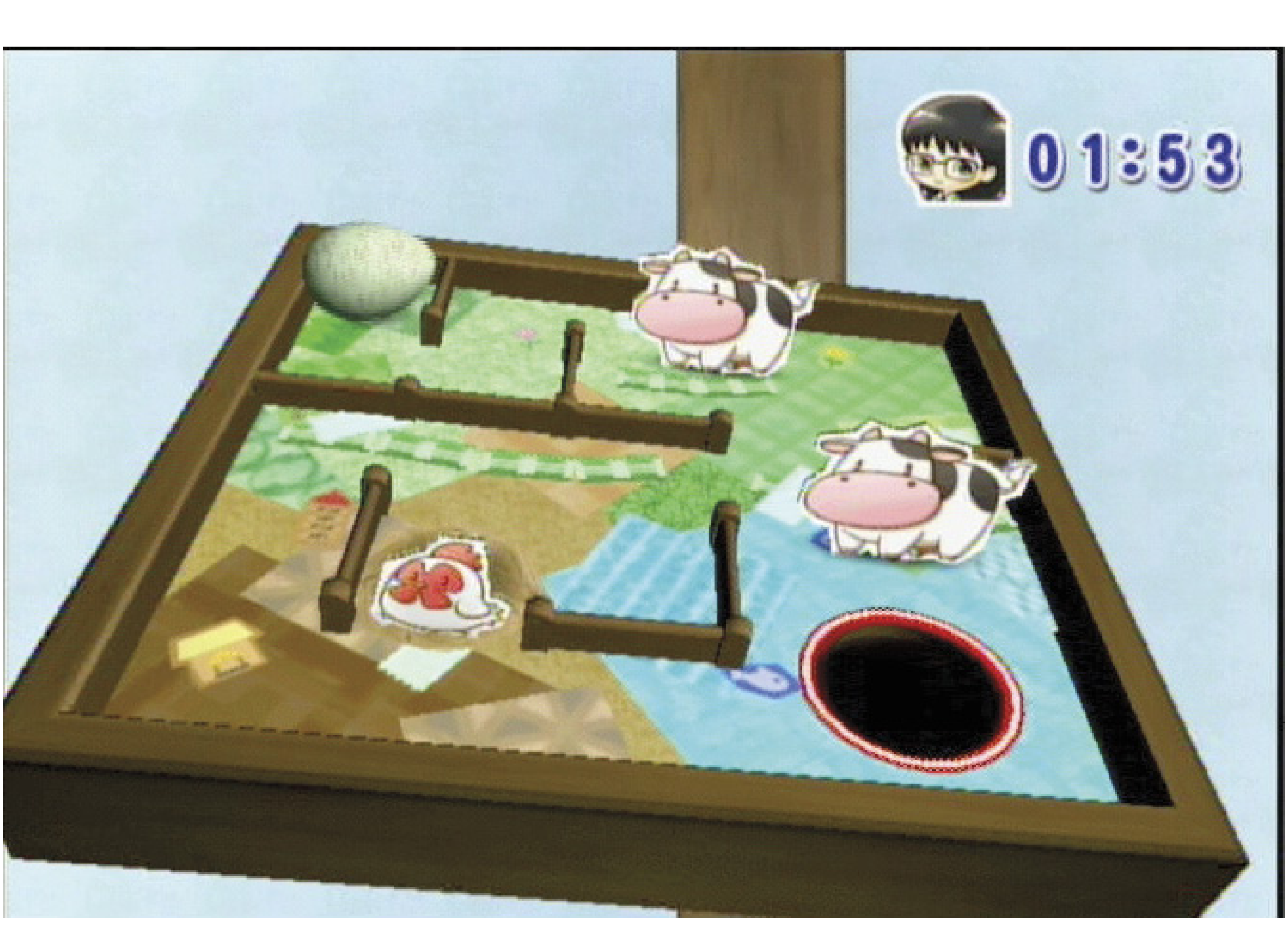

Mary
I heard that there was a place called Clover Hill. I wanted to visit it.

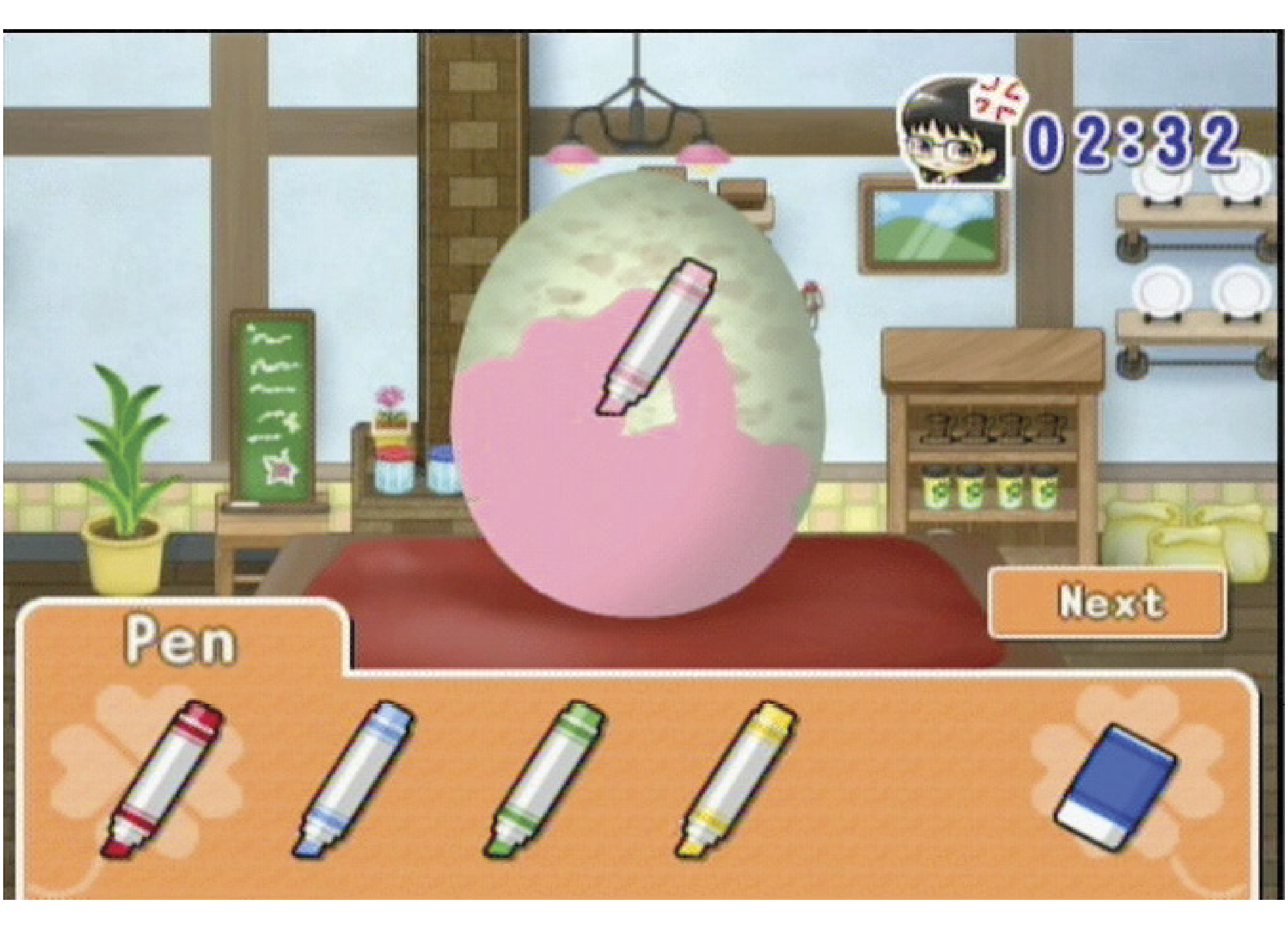
Players could choose to play as a young boy or girl in charge of tending animals, growing crops, and helping their grandparents run their store in Clover Town. Once again, the mayor was counting on you to help attract visitors to the dying little town.

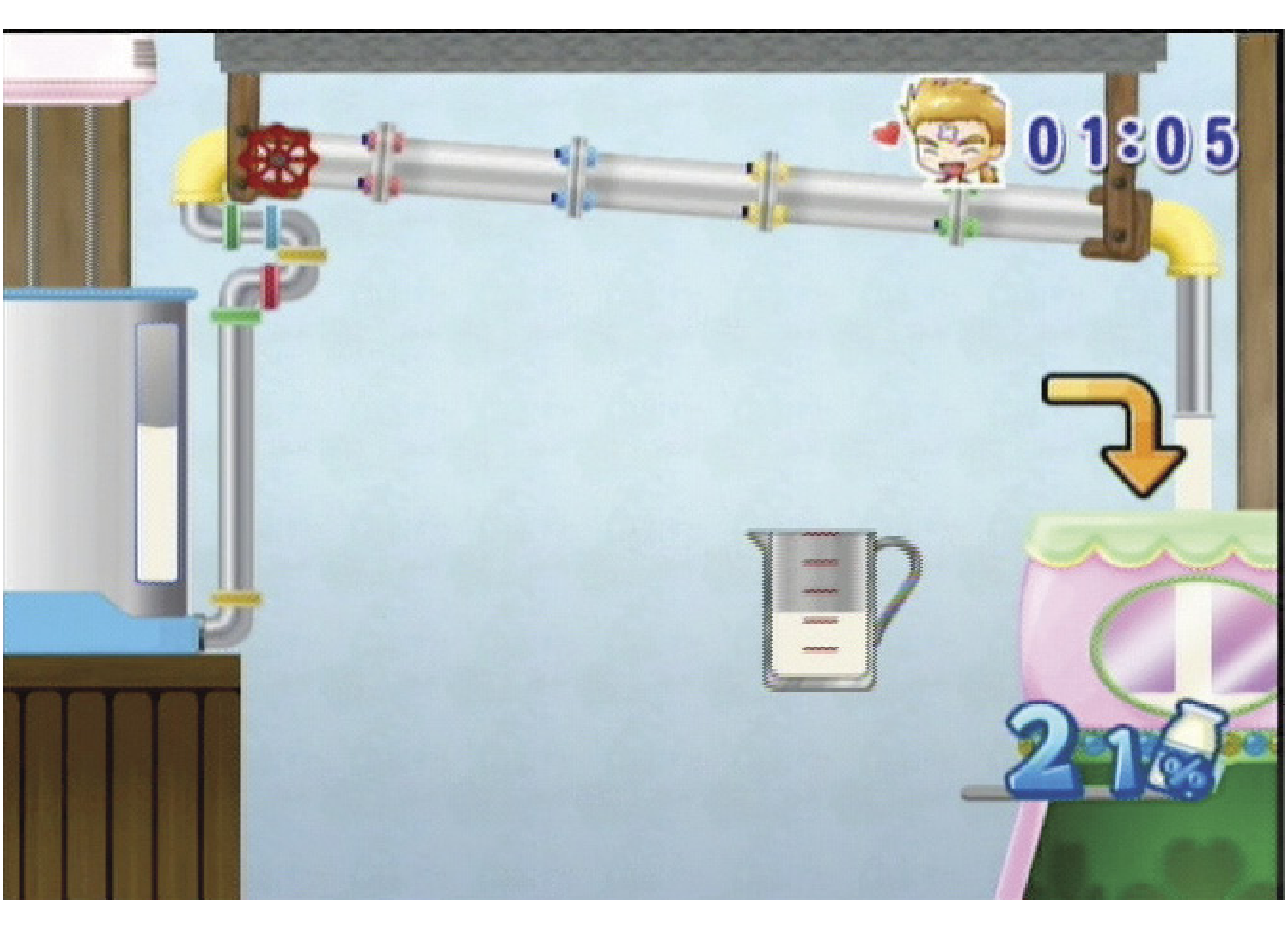

Nick
Around here, there are a lot of animals, and the food is great.

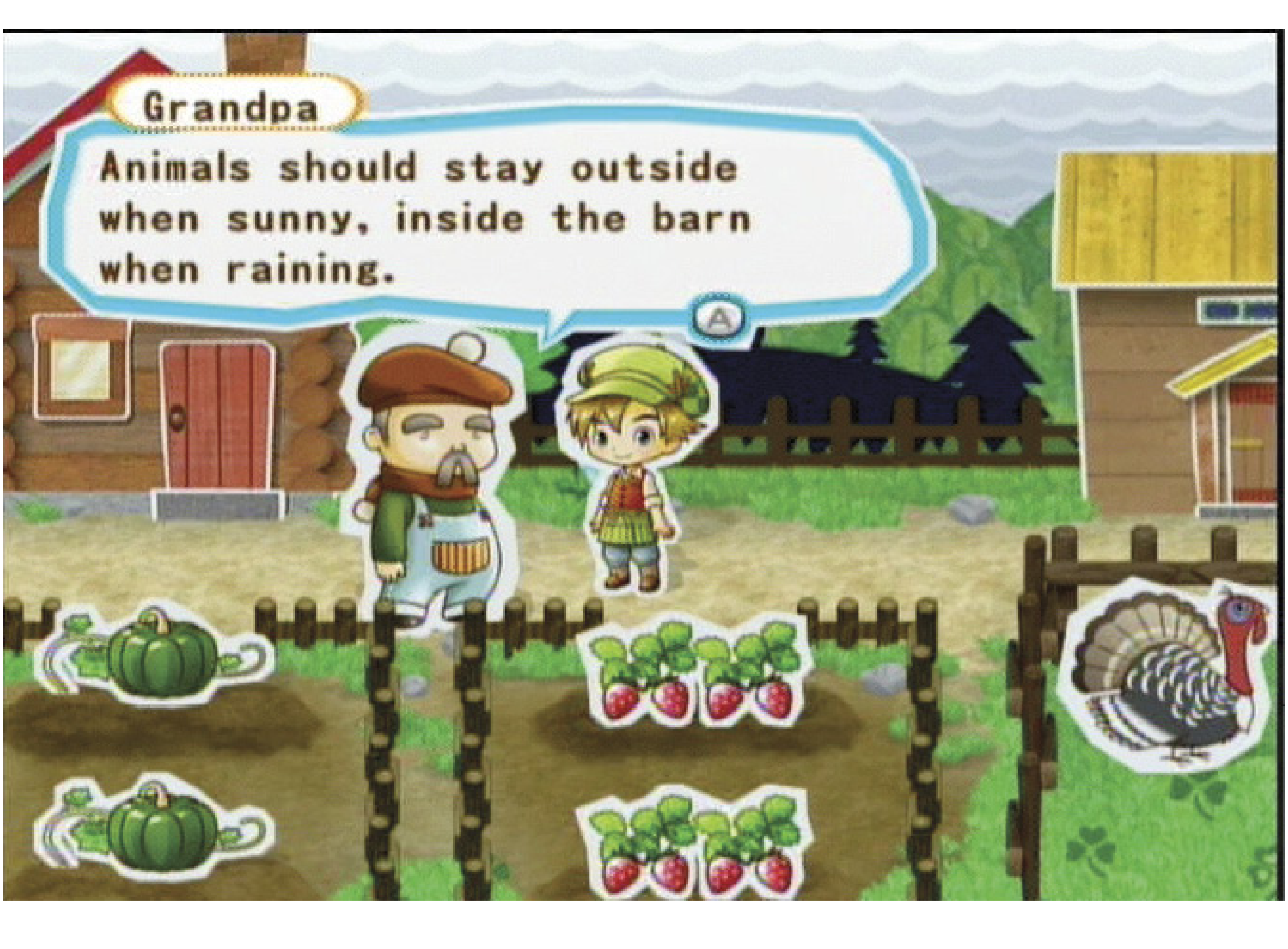

00:42
Puree
Blend
Chunky
Stop

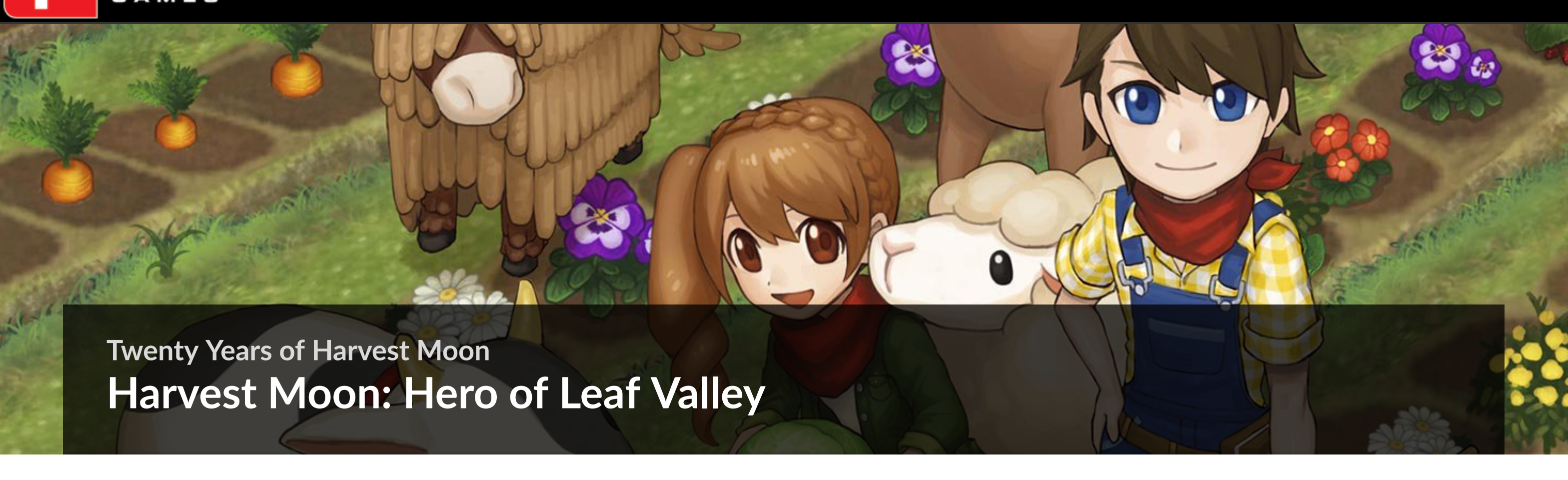
Using the Wii's famous motion controls, players operated an ice cream stand, decorated eggs, squeezed fresh juice, and tended to the many other aspects of running a shop. By purchasing seeds and animals for raising on the farm, players could ensure a healthy supply of products for use in the mini-games. Clover Town had its share of festivals—and a legend based on its namesake plant—along with a host of shops and characters. Players wanting to add decorations to the stands they set up could purchase more content through the WiiWare shop.




02:32
Next
Pen

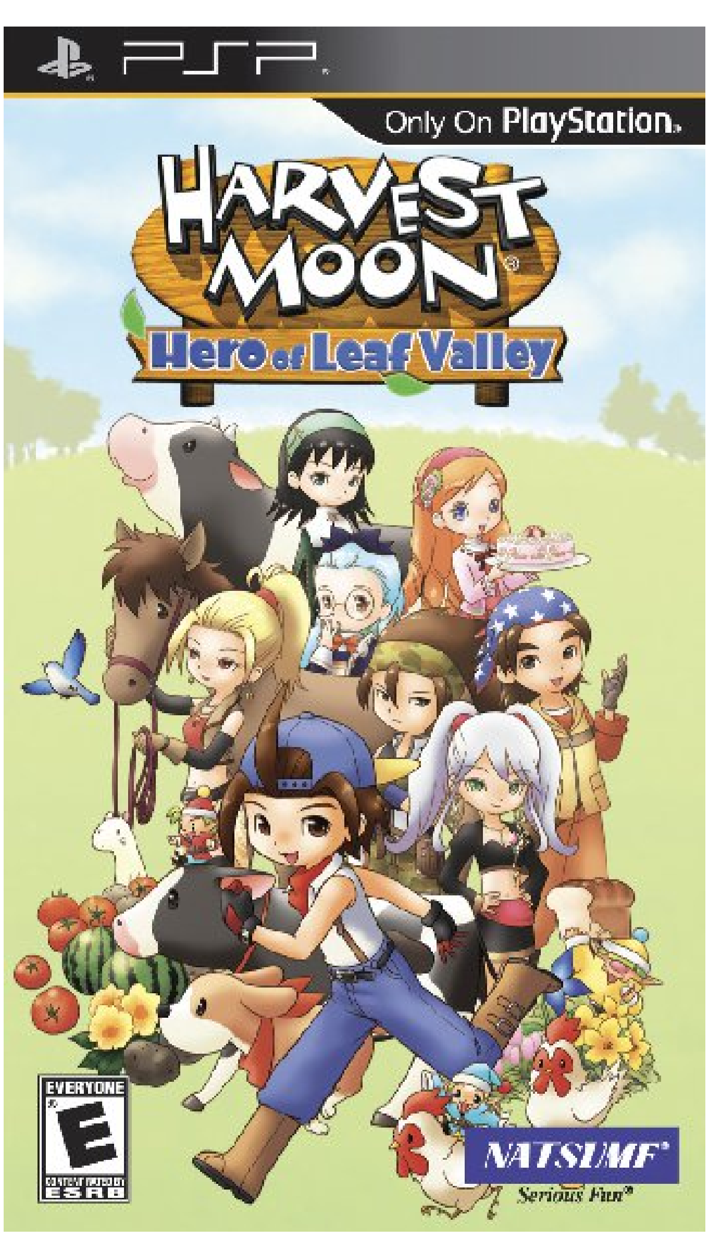



Grandpa
Animals should stay outside when sunny, inside the barn when raining.



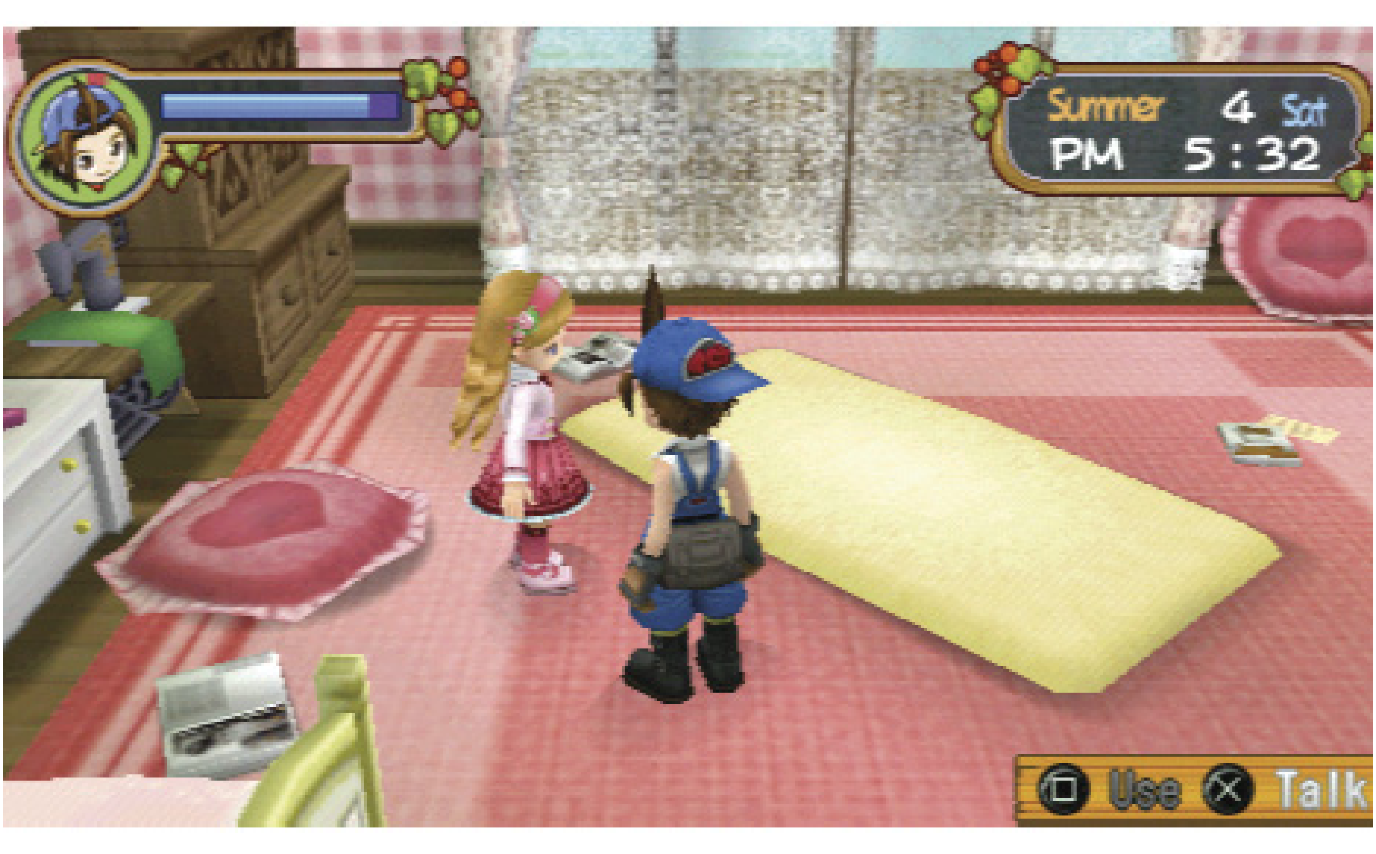
Twenty Years of Harvest Moon

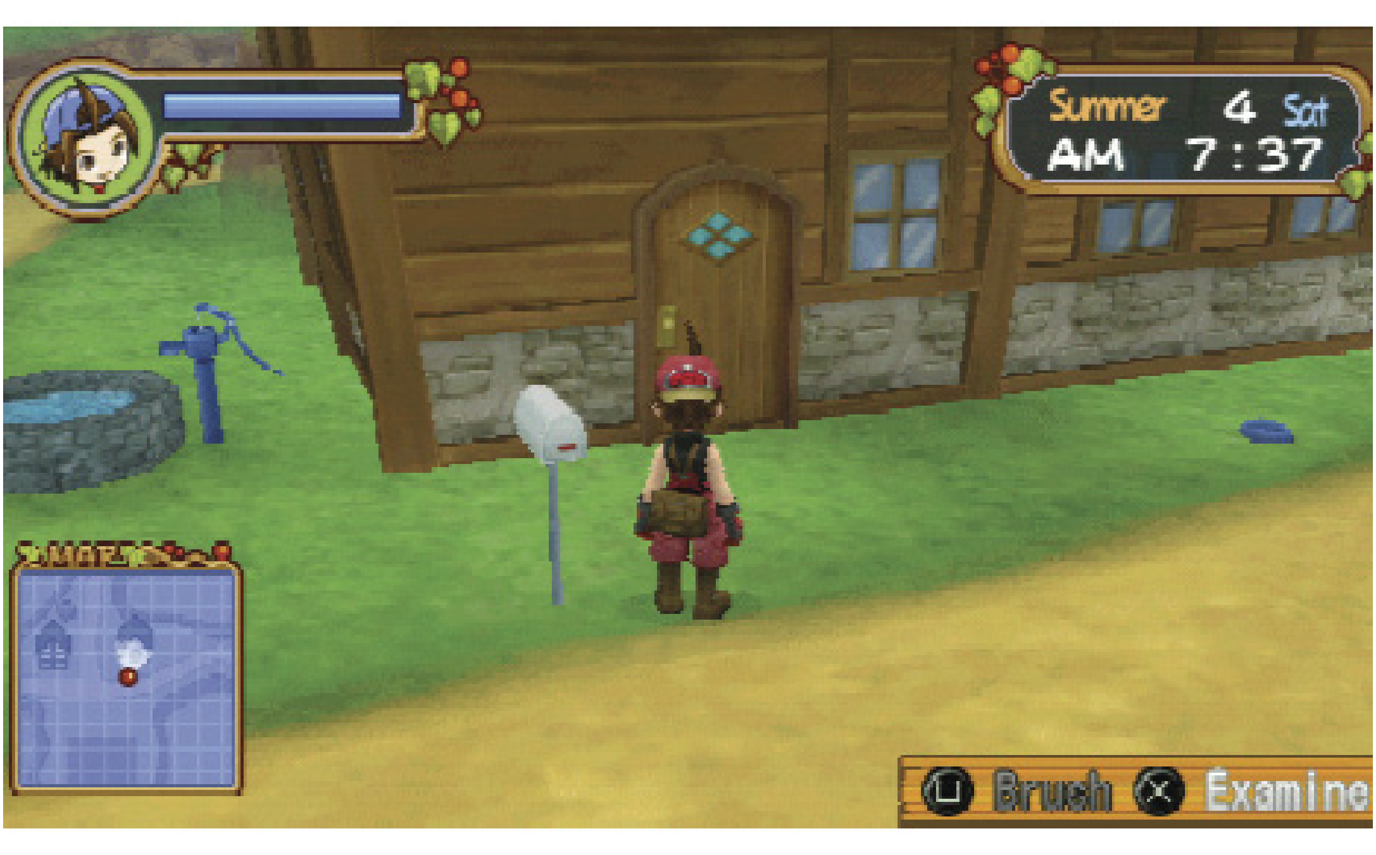
# Harvest Moon: Hero of Leaf Valley

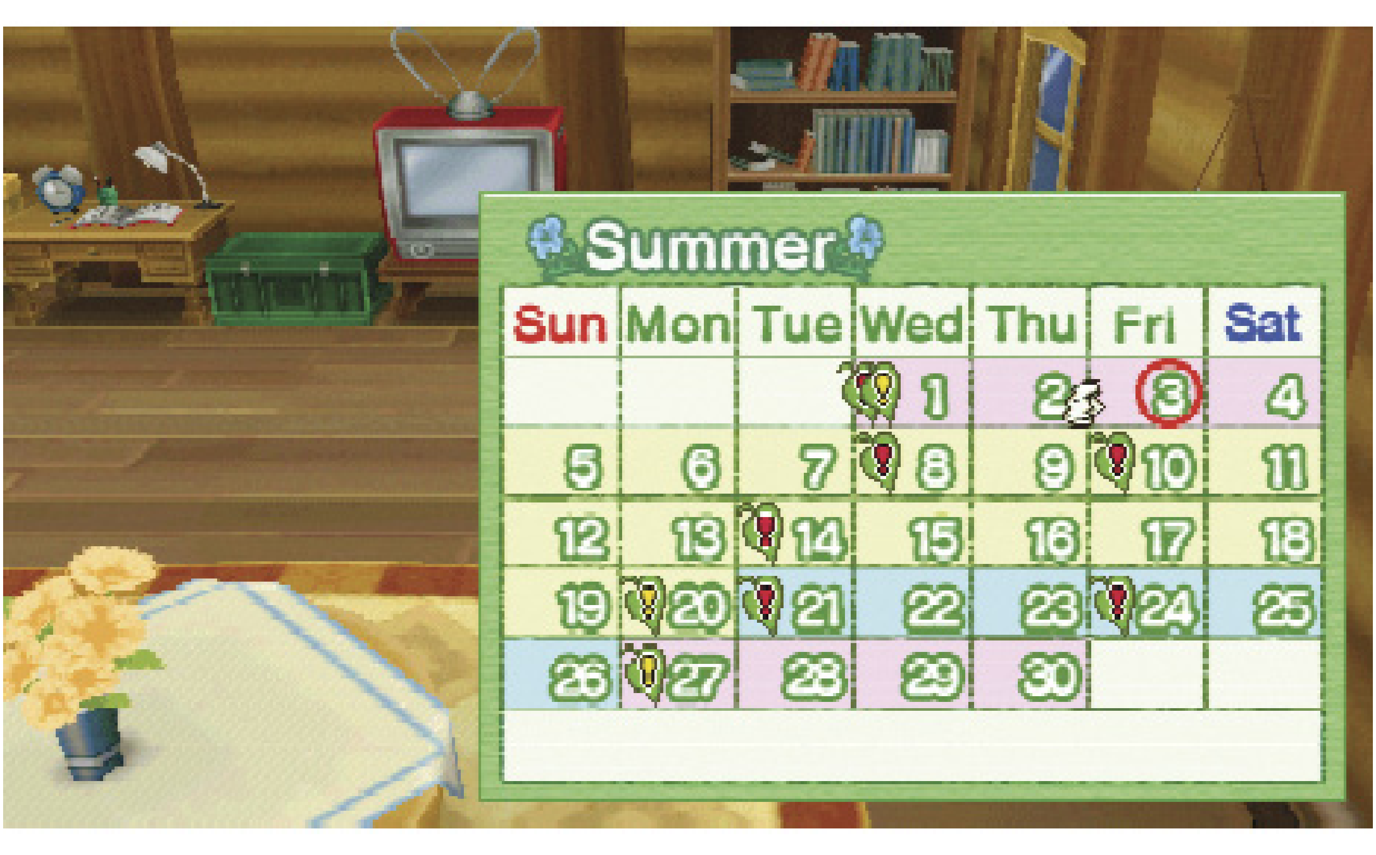

PSP
Only On PlayStation.
HARVEST MOON
Hero of Leaf Valley
EVERYONE
E
ESRB
NATSUME
Serious Fun

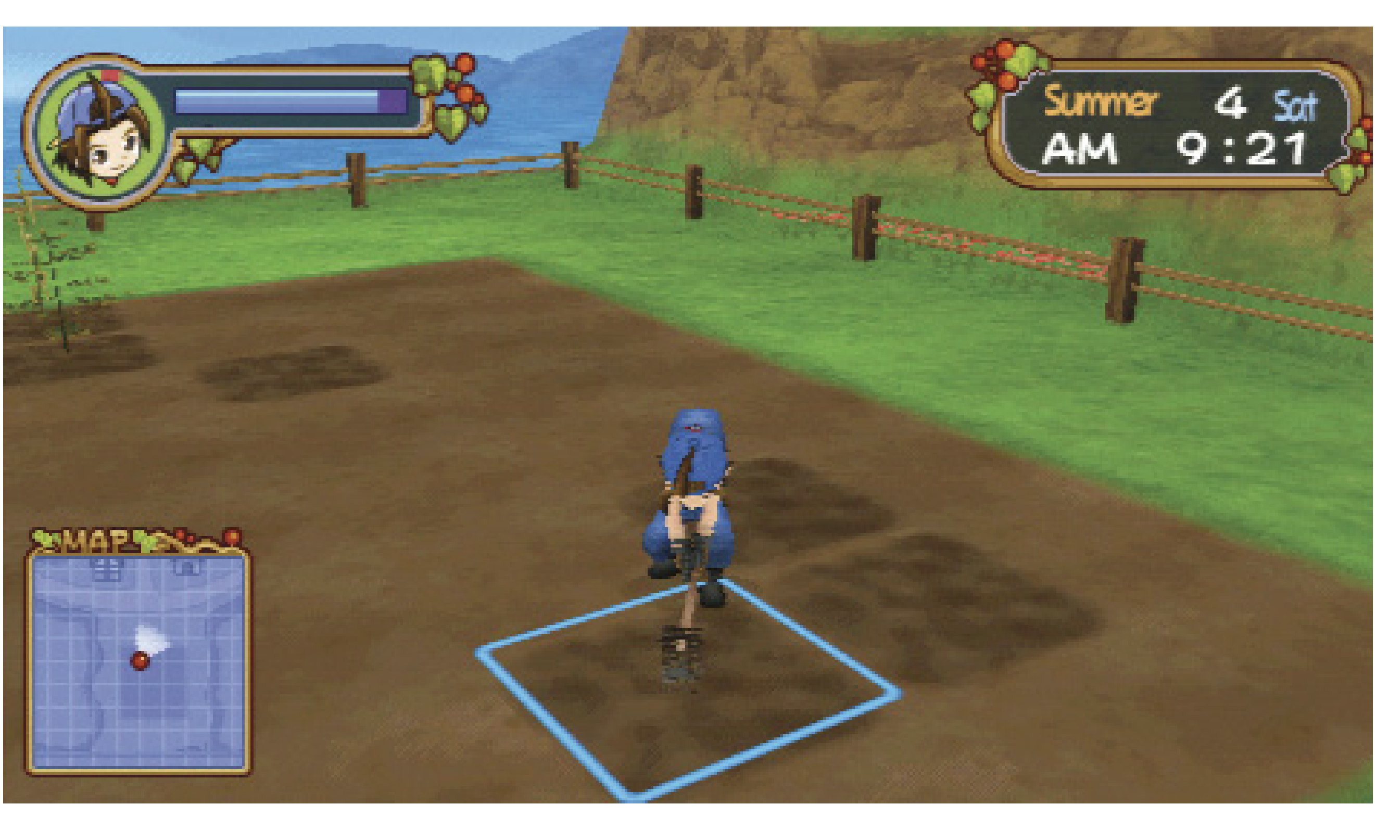
| Release Dates | | |
|---|---|---|
| Platform | North America | Europe |
| PSP | April 27, 2010 | November 2010 |

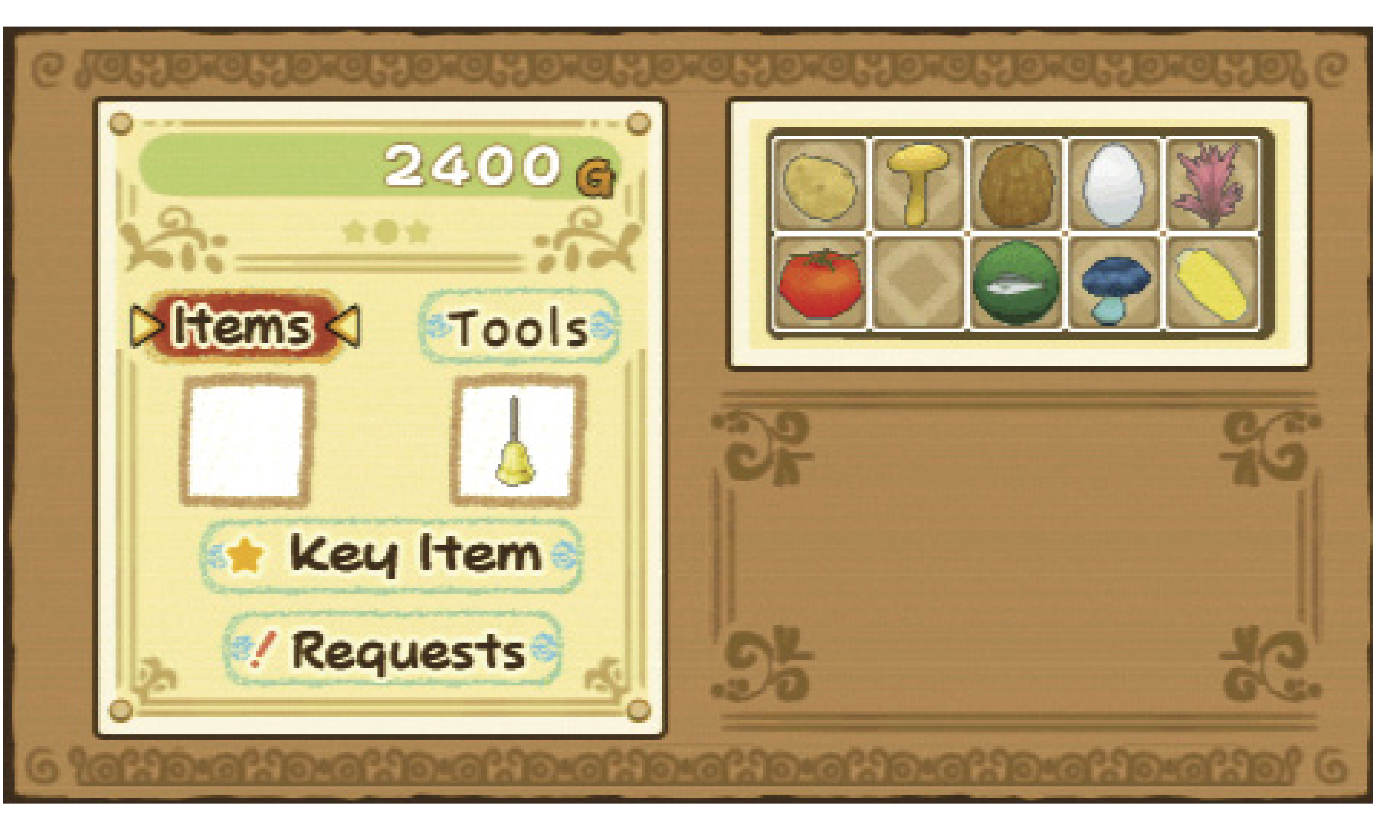
Three years after its first appearance on Sony's handheld system, the franchise returned with *Harvest Moon: Hero of Leaf Valley*. Though the story, setting, and characters were reminiscent of *Harvest Moon: Save the Homeland*, the game featured a questing system that gave the player tremendous flexibility in how they went about saving Leaf Valley from being turned into an amusement park.


Summer 4 Sat
PM 5:32
Use
Talk

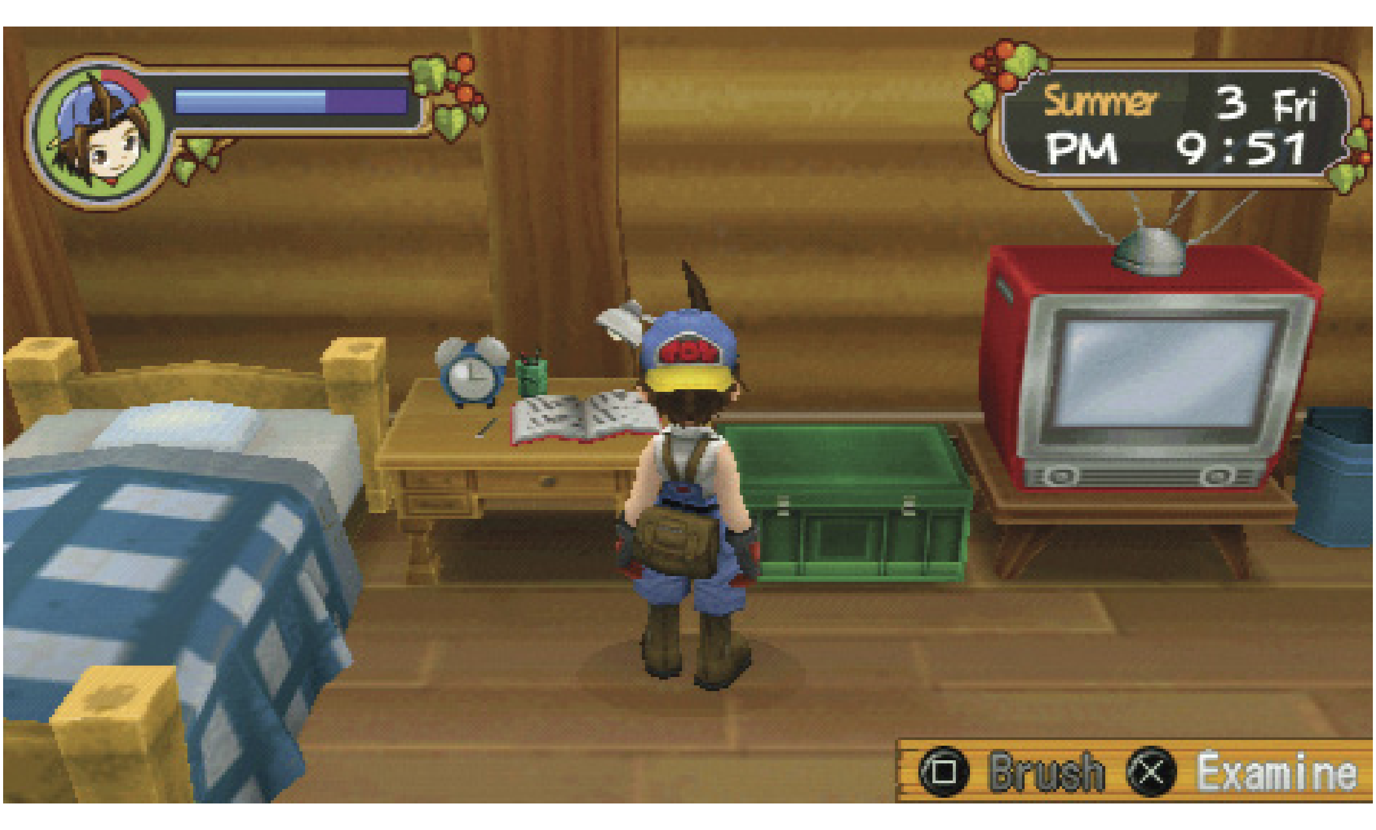

Summer 4 Sat
AM 7:37
Brush
Examine

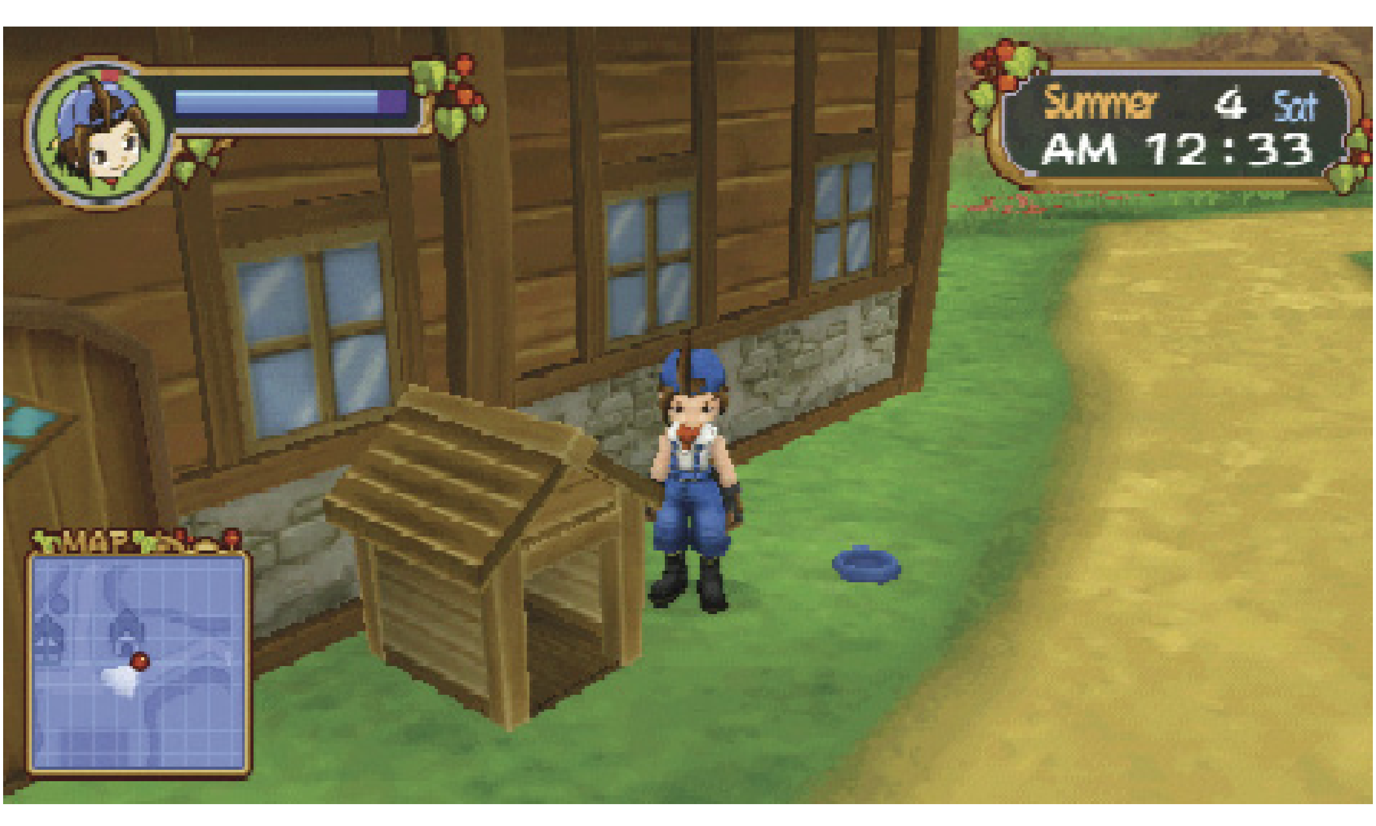

Summer
Sun Mon Tue Wed Thu Fri Sat


Summer 4 Sat
AM 9:21

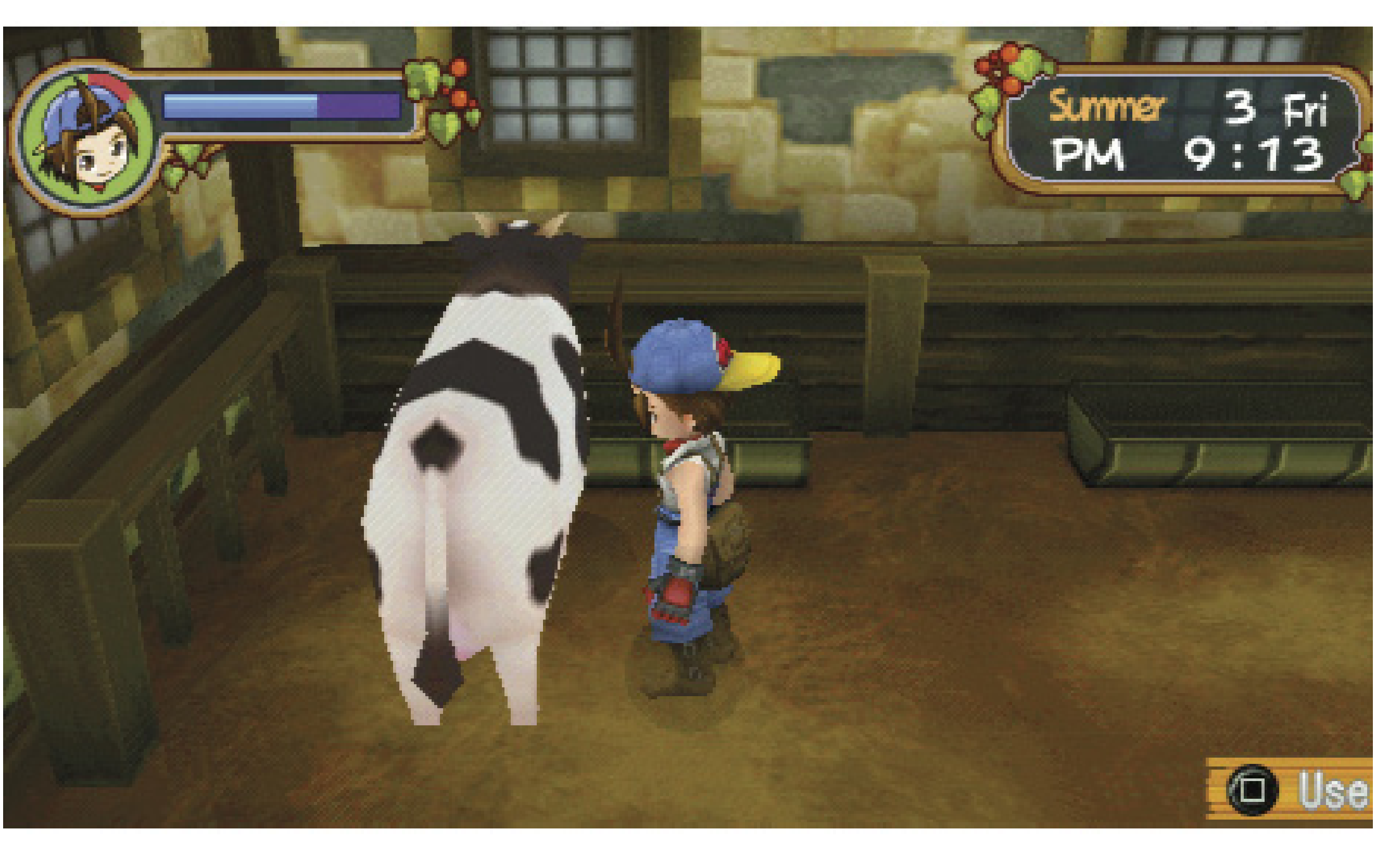

2400 G
Items
Tools
Key Item
Requests

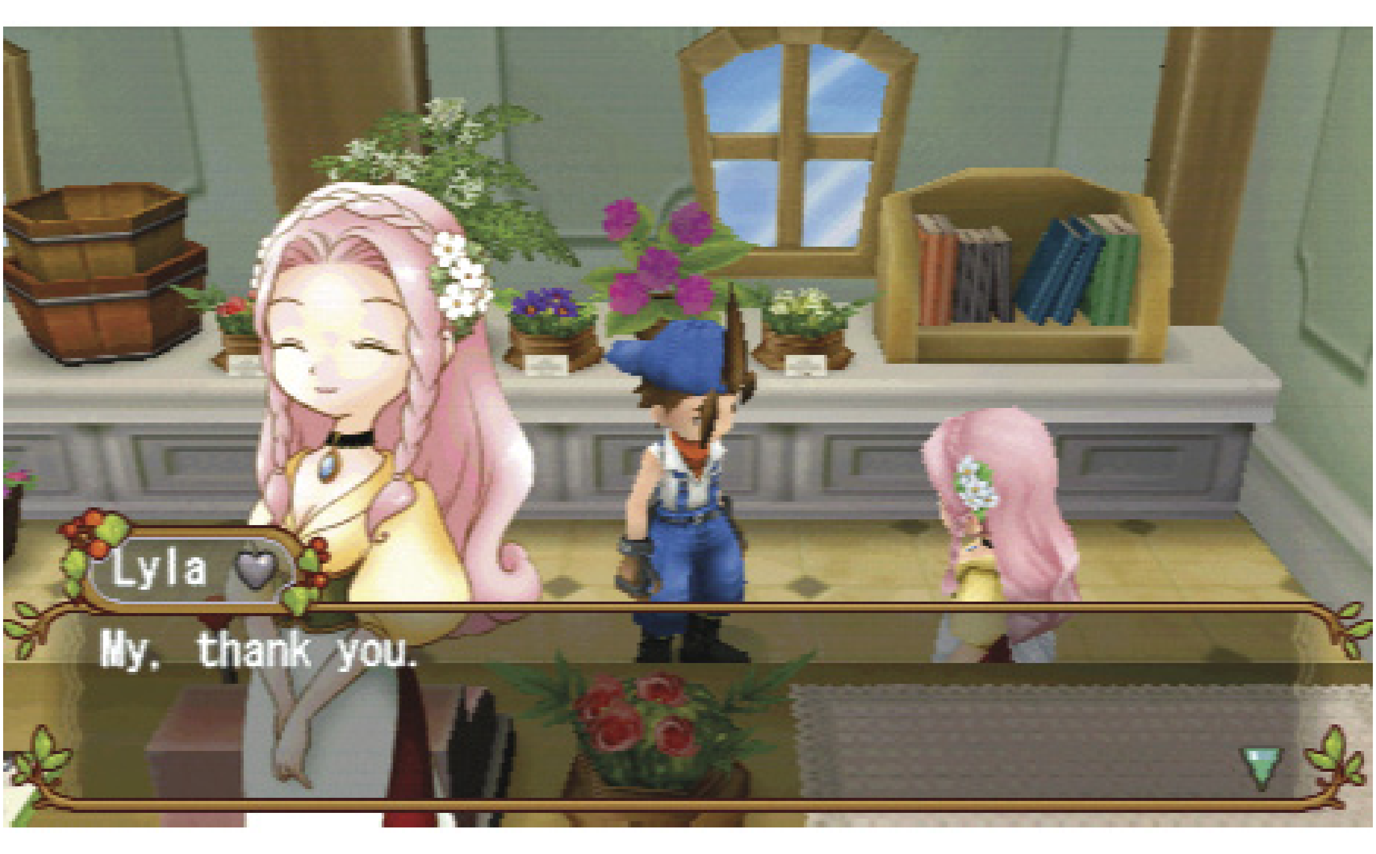
Farming, raising livestock, mining, and fishing were all critical components of the game, as one would expect of any *Harvest Moon* entry. But there were some key differences. For one, the player's relationship with their pet dog was of critical importance. A well-trained dog not only obeyed commands played on your Ocarina, but could be used to find Power Berries. Unlike in *Harvest Moon: Save the Homeland*, it was possible to get married in this game, though not until the main quest was completed and the village saved.


Summer 3 Fri
PM 9:51
Brush
Examine


Summer 4 Sat
AM 12:33
MAP

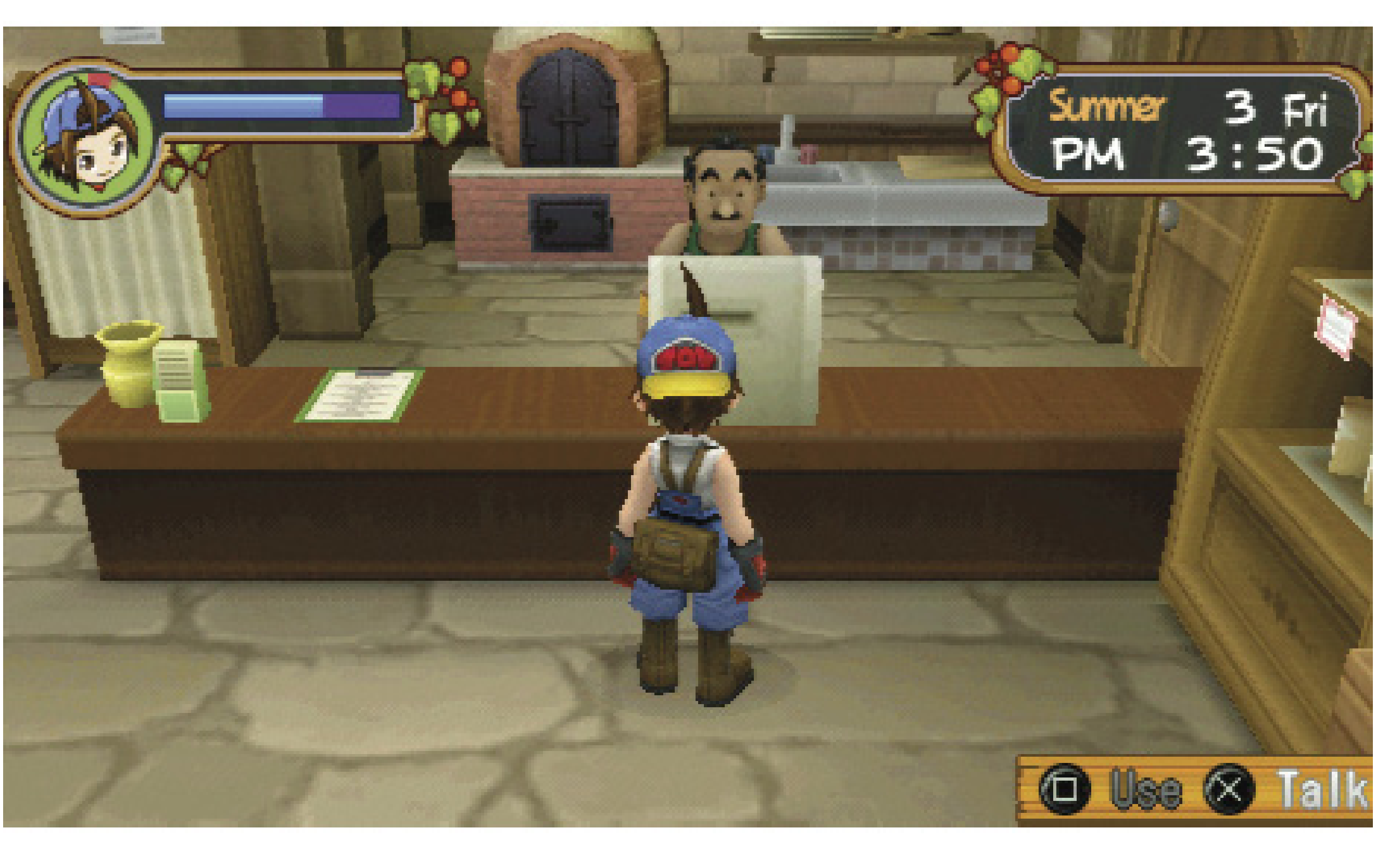
The main goal of the game was to acquire 50,000G (needed to buy Leaf Valley back from Funland Company) and choose to designate the town as a nature preserve or a tourist destination. Earning the money was the easy part, especially given the numerous part-time jobs available in town. But determining the town's fate required players to join the townsfolk in a selection of fifteen different events that guided the town toward one of the two options. The events with the other villagers took on the form of "tales" and ranged from baking contests to stories of Golden Potatoes and Silver Fish.

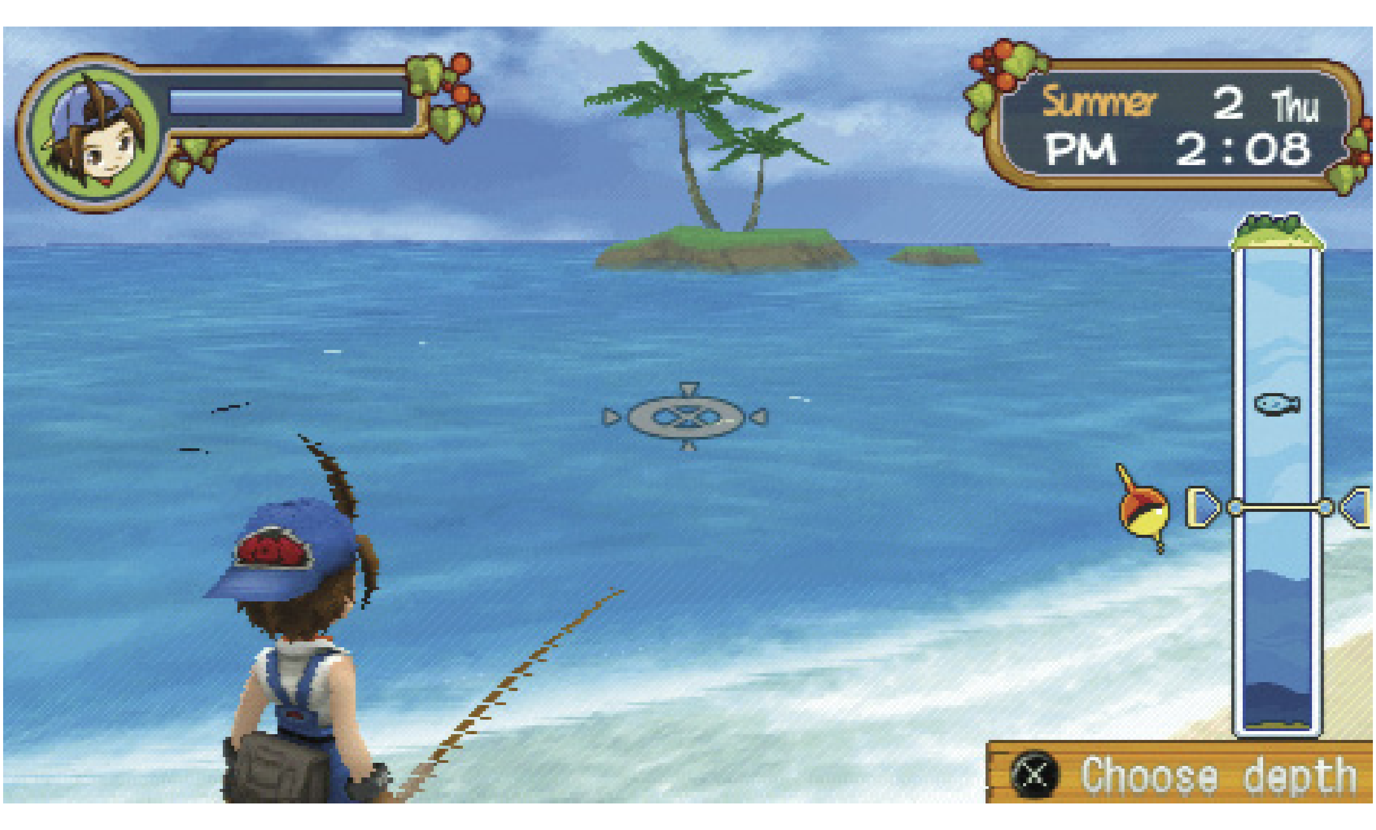

Summer 3 Fri
PM 9:13
Use

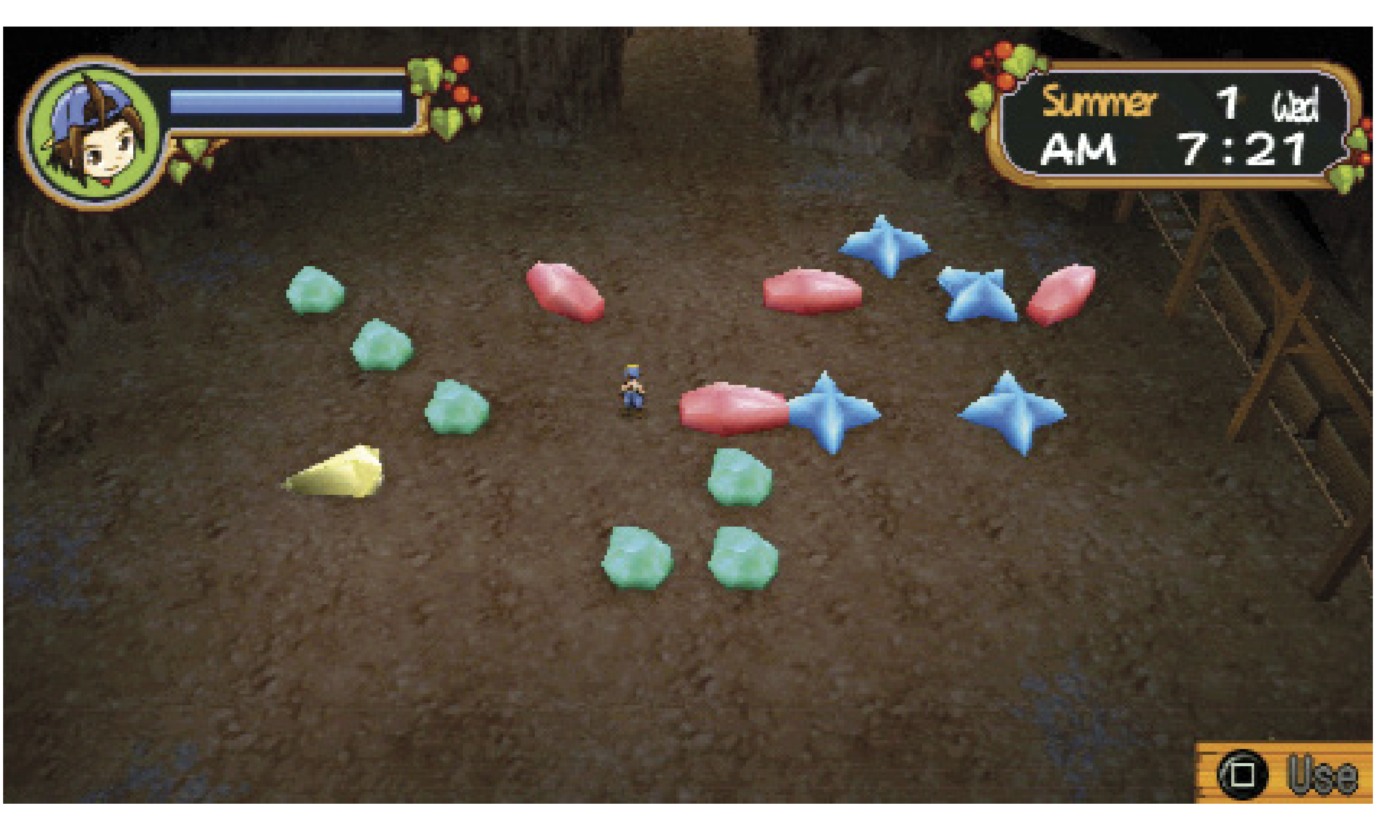


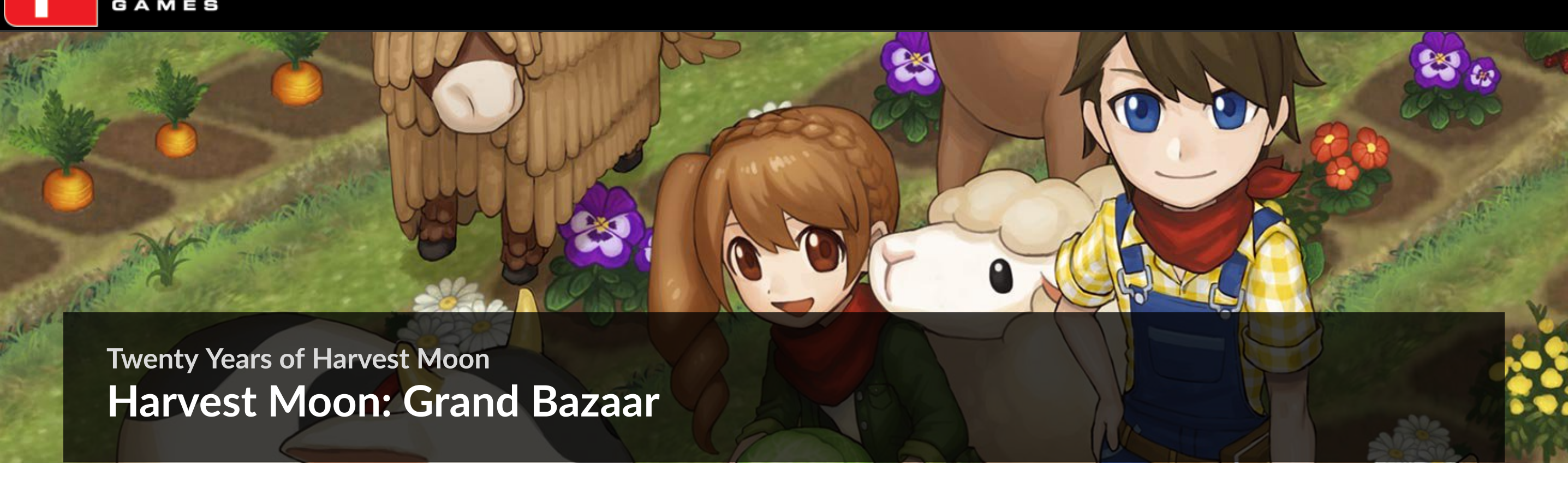
Lyla

My, thank you.


Summer 3 Fri
PM 3:50
Use
Talk


Summer 2 Thu
PM 2:08
Choose depth


Summer 1 Wed
AM 7:21
Use



Twenty Years of Harvest Moon

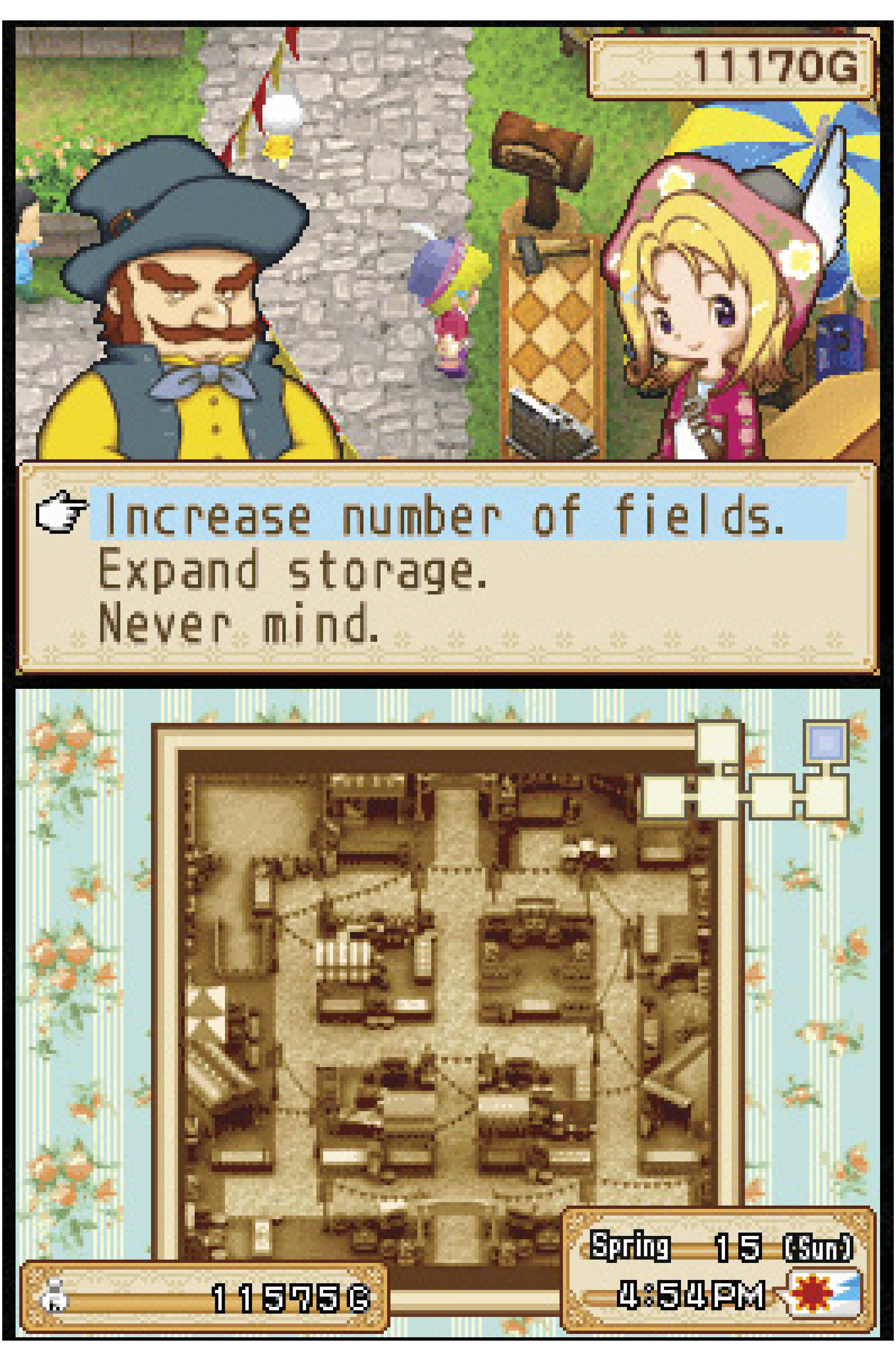
# Harvest Moon: Grand Bazaar

HARVEST MOON
DS
GRAND BAZAAR

NINTENDO DS
HARVEST MOON
DS
GRAND BAZAAR
NATSUME

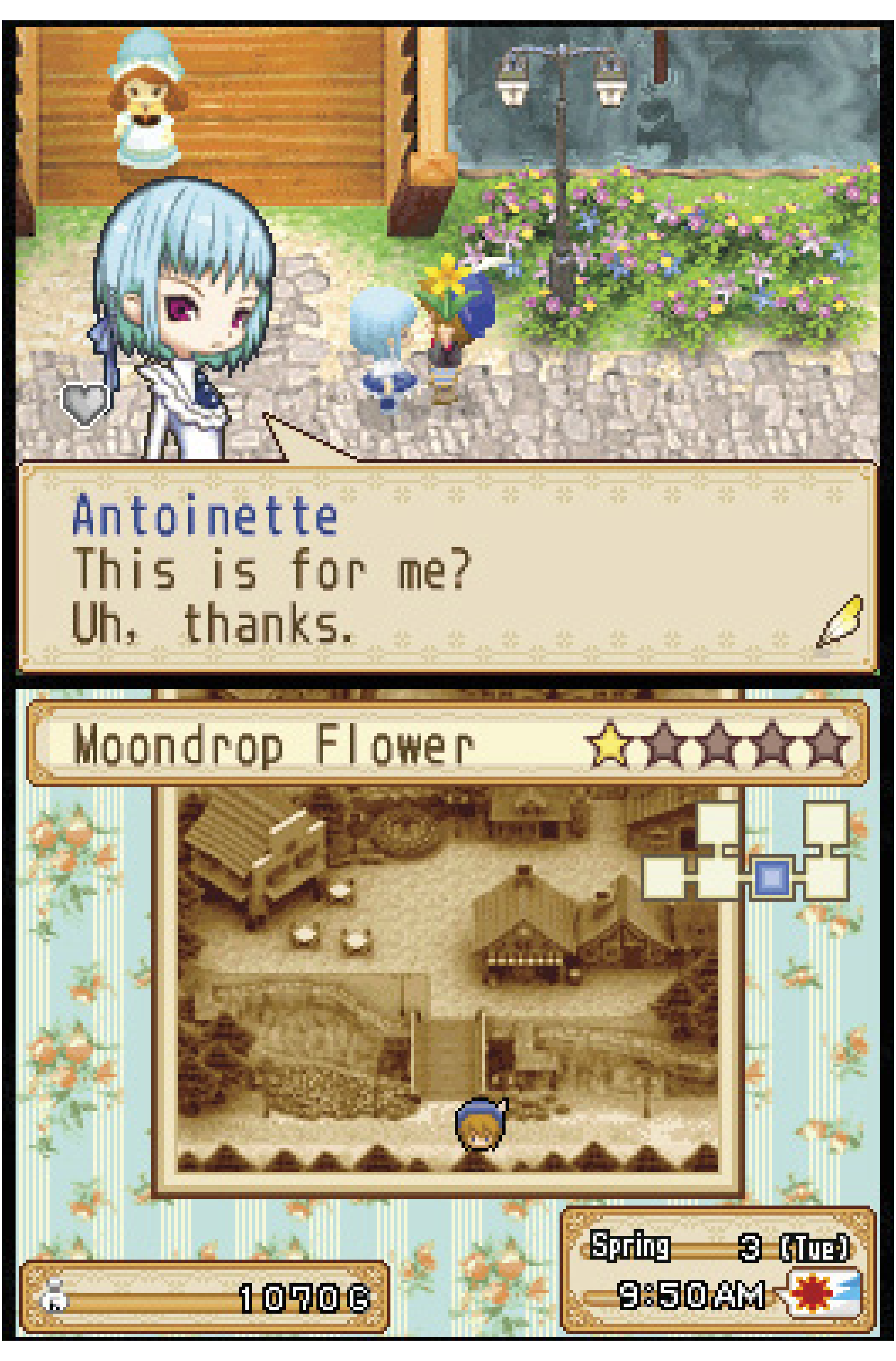
| Release Dates | | |
|---|---|---|
| Platform | North America | Europe |
| DS | August 24, 2010 | September 2011 |

*Harvest Moon: Grand Bazaar* was yet another example of the series branching out in a new direction. Rather than resurrect a forlorn farm, the player was tasked with revitalizing Zephyr Town's weekly bazaar. The only way to accomplish this was by selling an assortment of worldly delicacies, animal products, and other items. In effect, the game took the franchise's ranching simulation and added a farmer's market on top of it.



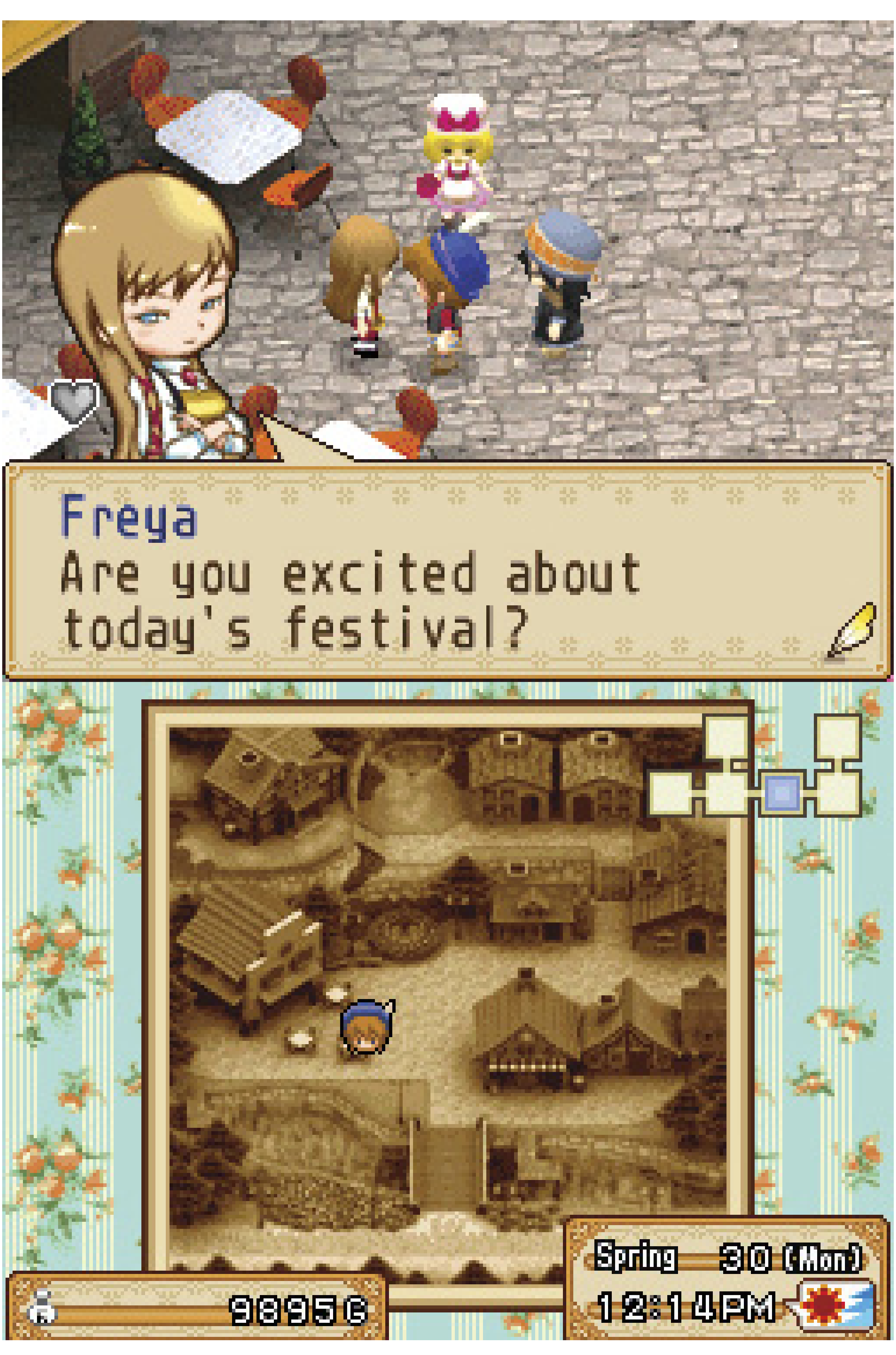
Increase number of fields.
Expand storage.
Never mind.

11170G
11575G
Spring 15 (Sun)
4:54PM



Antoinette
This is for me?
Uh, thanks.

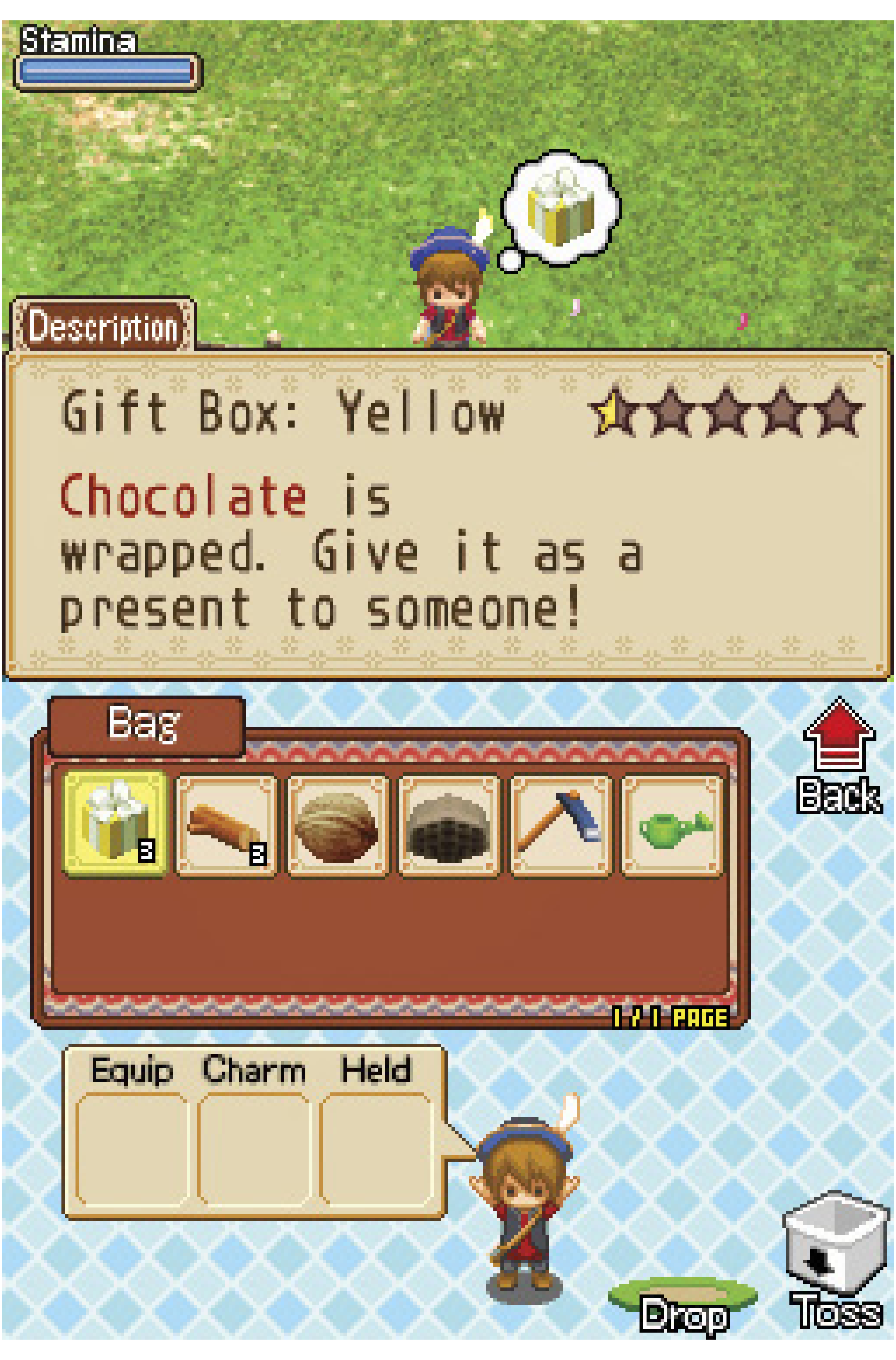
Moondrop Flower
1070G
Spring 3 (Tue)
9:50AM



Freya
Are you excited about
today's festival?

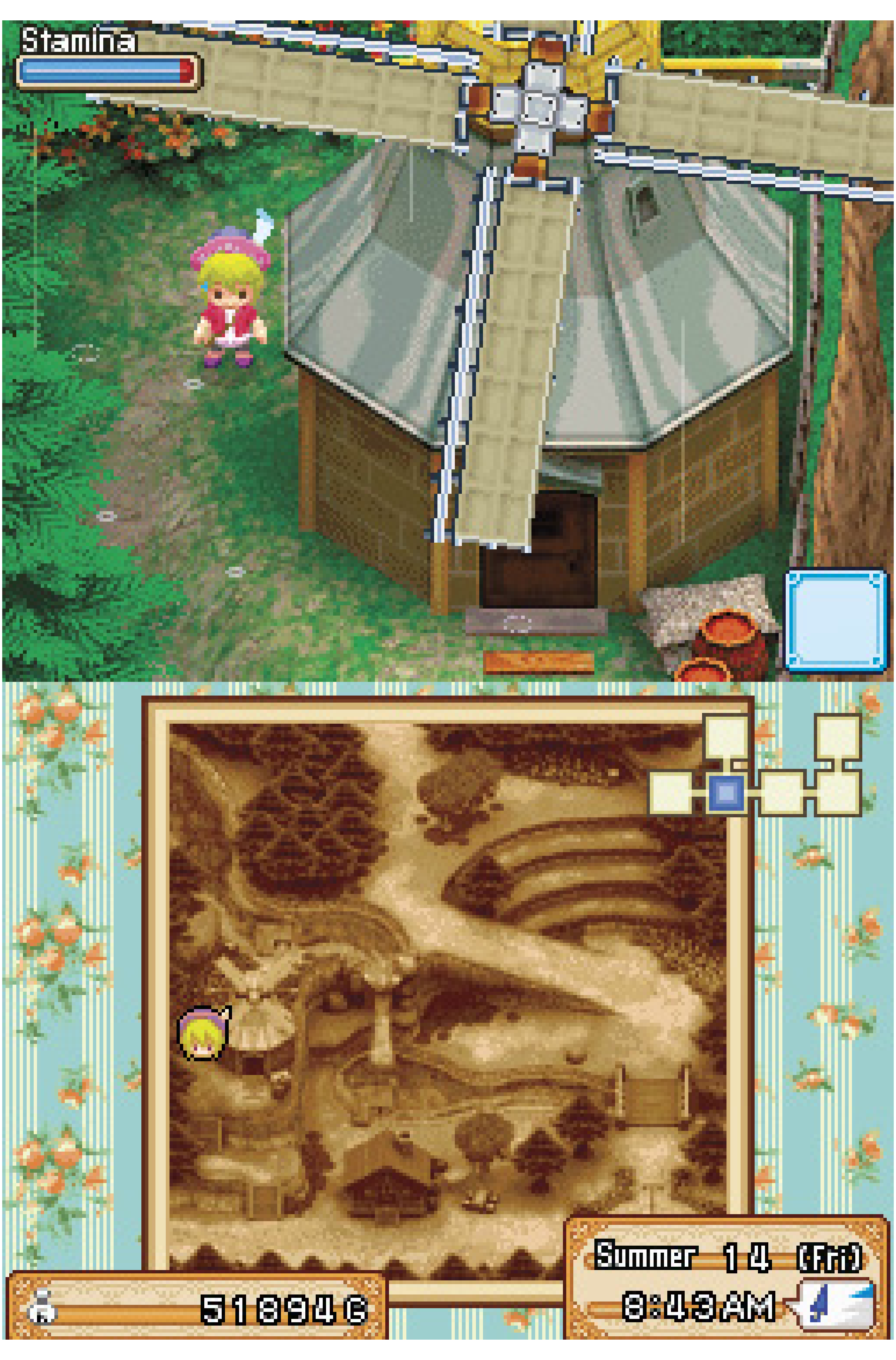
9895G
Spring 30 (Mon)
12:14PM

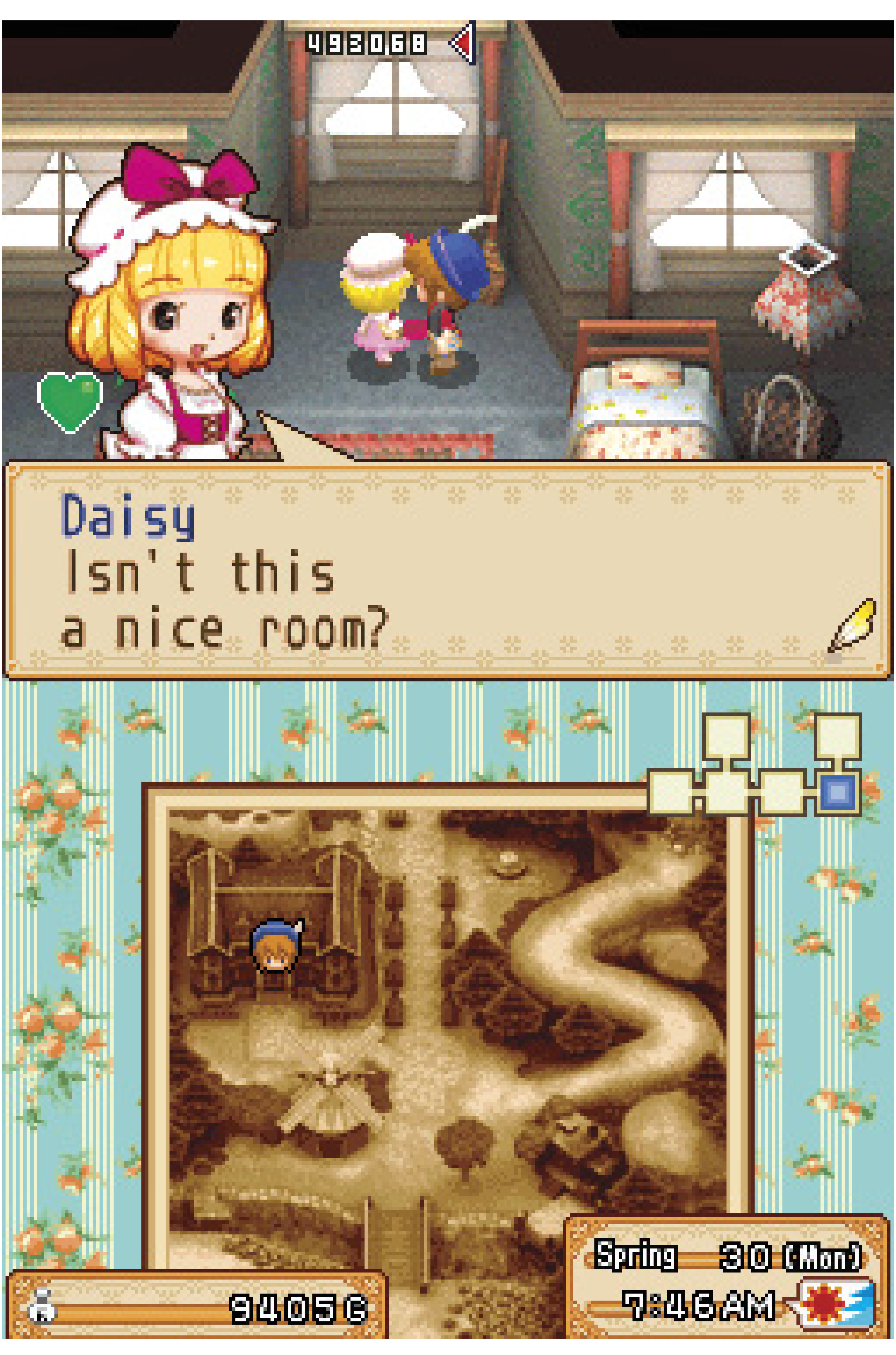
At first, the weekly bazaar attracted only local visitors, but as the player's profits soared, the bazaar expanded, and other merchants opened stores at the bazaar. This not only attracted additional faraway shoppers, but also gave the player a chance to buy exotic items, upgraded tools, and obtain other useful goods. Running a stand at the bazaar was hard work, though. Players had to entice customers to shop, haggle to ensure a profit, and compete against the other hawkers to have the highest customer-satisfaction rating.



Description
Gift Box: Yellow
Chocolate is wrapped. Give it as a present to someone!

Stamina
Bag
3
3
1 / 1 PAGE
Back
Equip
Charm
Held
Drop
Toss


Stamina
51894G
Summer 14 (Fri)
8:43AM



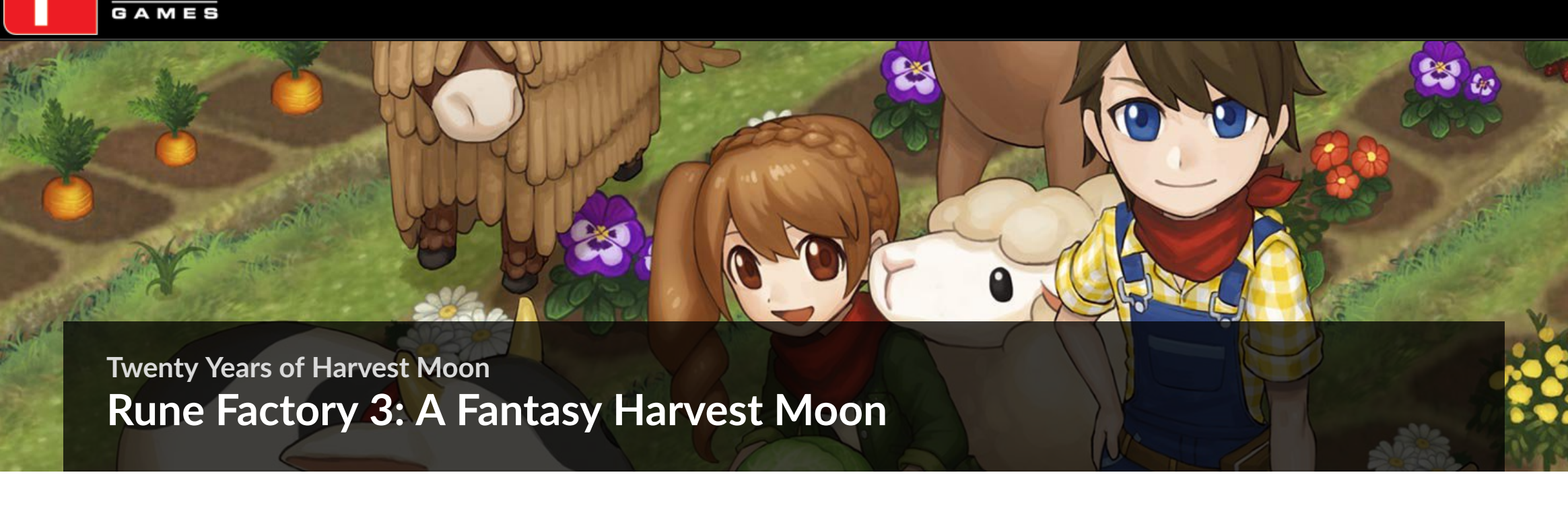
Daisy
Isn't this
a nice room?

493068
9405G
Spring 30 (Mon)
7:46AM

Unlike prior games in the series, where harvested items were always a Shipping Bin away from being converted to money, *Harvest Moon: Grand Bazaar* forced players to plan their week around the market, ensure the freshness of the items they wished to sell, and take into account growth rates, animal condition, and other variables. All so the best goods would be ready to sell on the weekend. The game also incorporated an expansive fermenting feature, which enabled players to concoct a multitude of never-before-seen recipes.

## Fun Facts

- For the first time, the player character was able to climb onto barrels and other objects and jump into the water. But care had to be taken around crops, as jumping or running through crops damaged them.
- There wasn't any traditional mining in this game, but players were given a net to catch bugs and frogs instead!
- Players could blow into the microphone on the Nintendo DS to turn the Windmill blades faster. Windmills were used to ferment, grind, and manufacture goods.
- Those who unlocked the horse track in the second year could find a character named Wada, a not-so-subtle homage to the series creator.
- A lottery became available when the bazaar reached a certain completion. There, players could test their luck and try to win all manner of gems and other prizes, including Magic Water, which yielded a permanent Stamina increase.



Twenty Years of Harvest Moon

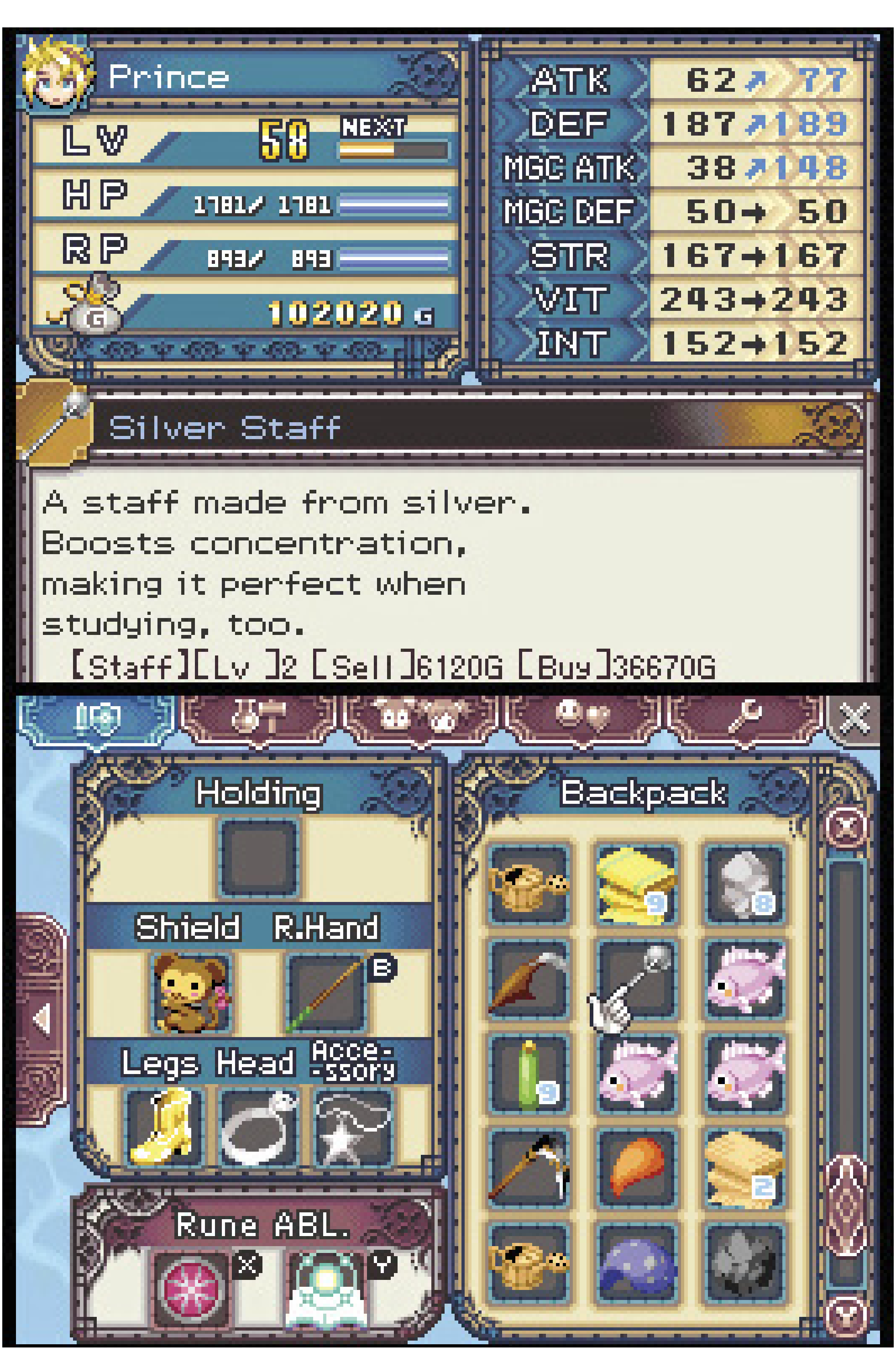
# Rune Factory 3: A Fantasy Harvest Moon

Rune Factory 3
A Fantasy Harvest Moon
NINTENDO DS
NATSUME

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| DS | November 09, 2010 | September 2011 |

*Rune Factory 3: A Fantasy Harvest Moon* incorporated a host of new features that truly served to further differentiate it from its predecessors, while ensuring it stayed true to its *Harvest Moon* roots. The game starred a boy named Micah, who was asked to restore a farm around a special tree, in order to help the tree recover its ability to bloom. The decaying land around the Sharance Tree wasn't the only secret, however. Micah himself discovered he had the ability to transform into a Wooly, a half-breed monster that concealed his human form. Only by using his human and Wooly forms to gain the trust of the town's humans and Univir's creatures could he find love and help the Sharance Tree bloom.

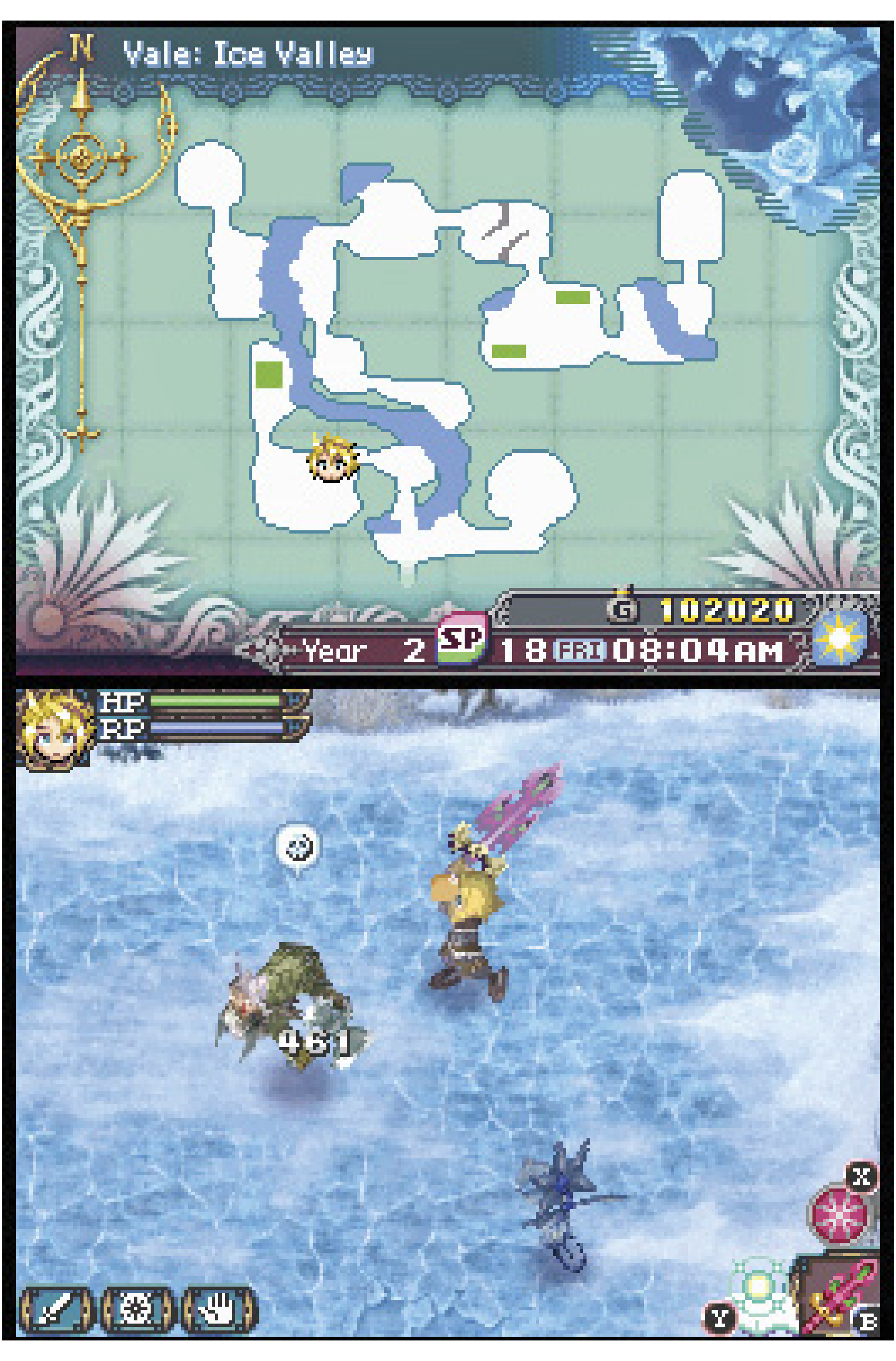


Prince
LV 58 NEXT
HP 1781/ 1781
RP 893/ 893
102020 G
ATK 62 ↗ 77
DEF 187 ↗ 189
MGC ATK 38 ↗ 148
MGC DEF 50 → 50
STR 167 → 167
VIT 243 → 243
INT 152 → 152

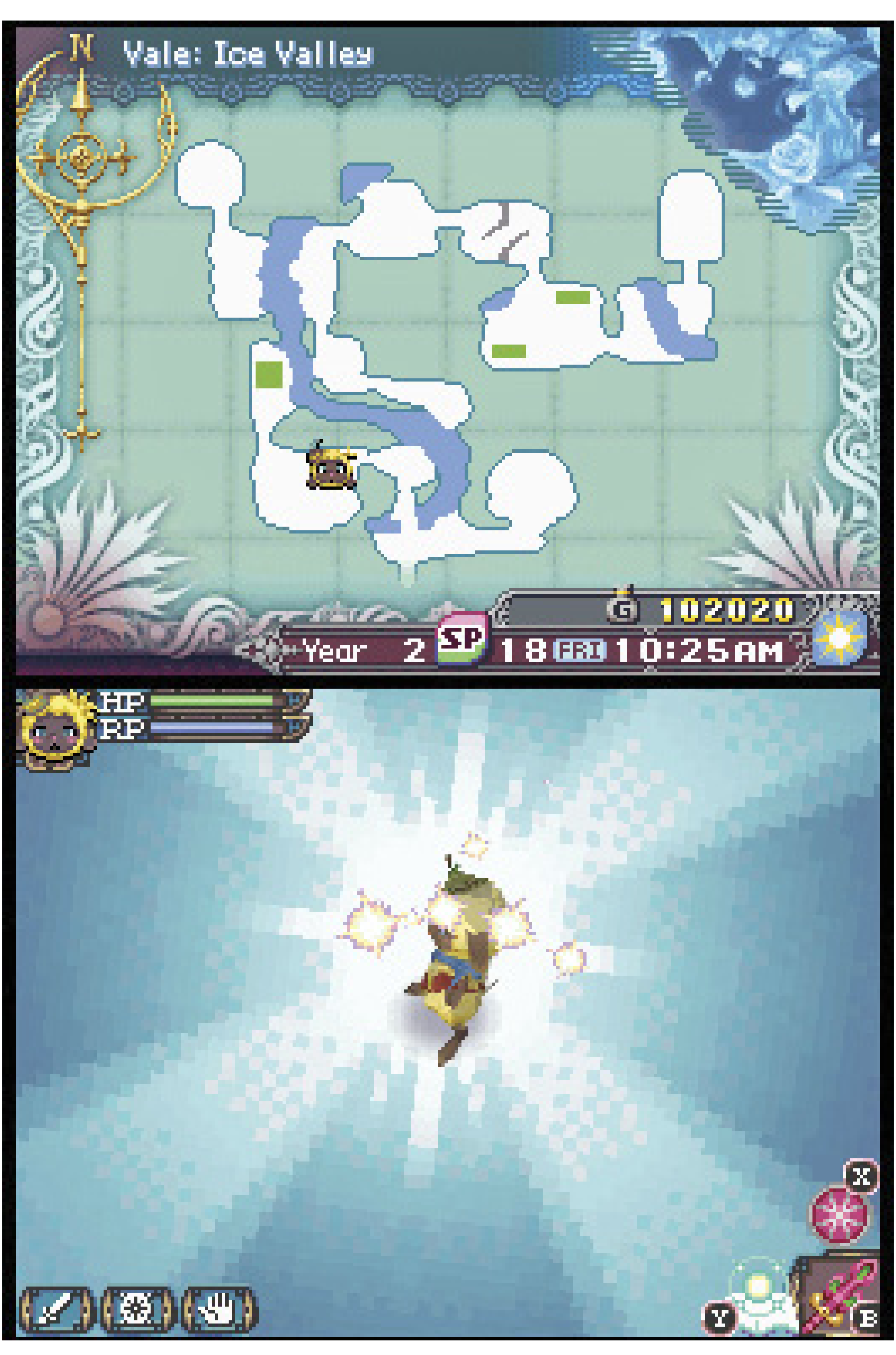
Silver Staff

A staff made from silver.
Boosts concentration,
making it perfect when
studying, too.
[Staff][Lv ]2 [Sell]6120G [Buy]36670G

Holding
Backpack
Shield
R.Hand
Legs
Head
Acce-ssory
Rune ABL.

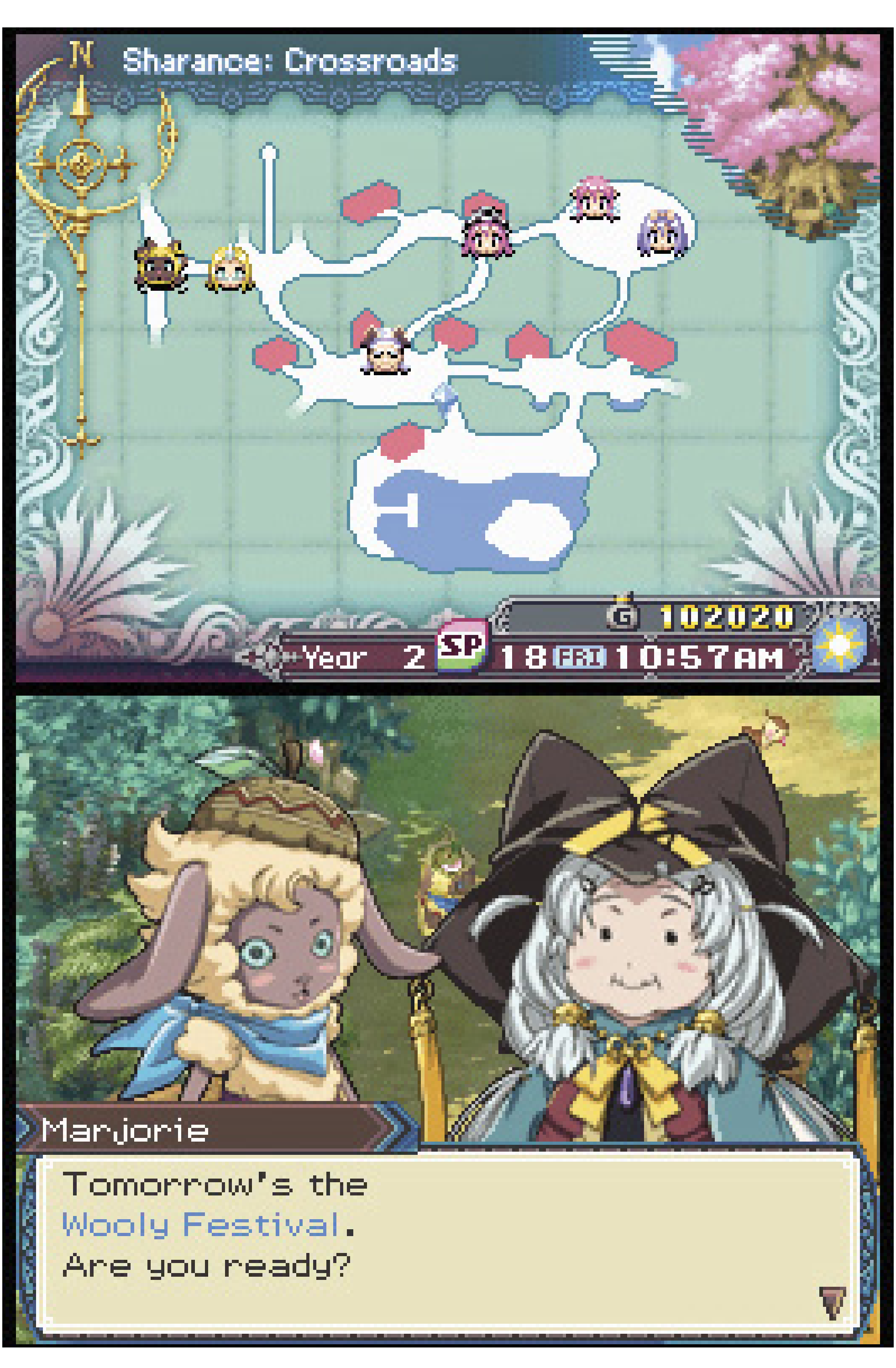


Vale: Ice Valley
102020
Year 2 SP 18 FRI 08:04AM
HP
RP
461



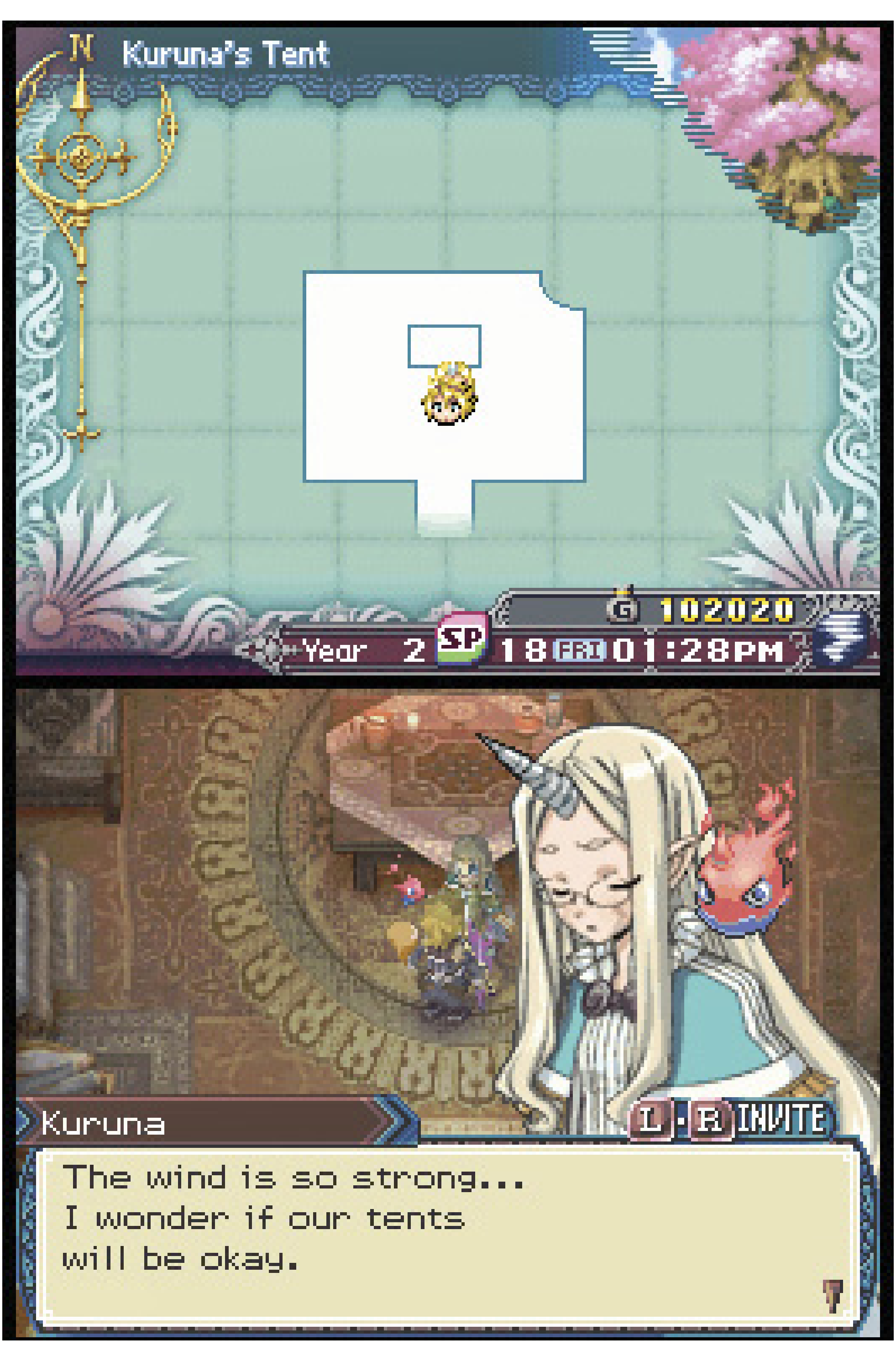
Vale: Ice Valley
102020
Year 2 SP 18 FRI 10:25AM
HP
RP

The ability to transform was far from the only new addition to the game. Villagers now had dynamic schedules that changed over time as the story progressed, and could be invited to accompany you on missions into the caves. The combat system was given several enhancements as well, but most impressive was the availability of WiFi multiplayer. Now players could band together in a party to explore dungeons, hunt down dangerous monsters, and secure the rarest loot.



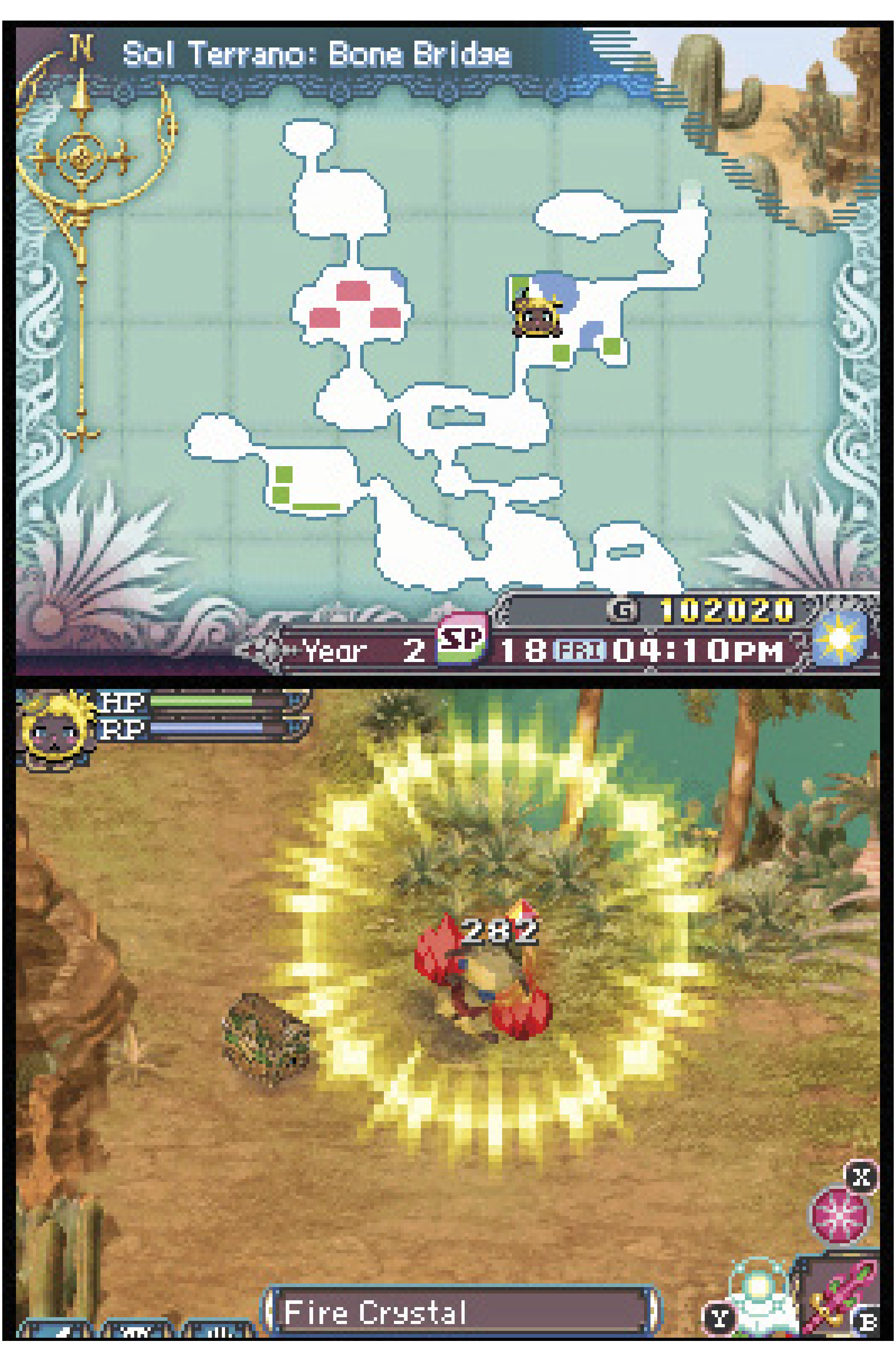
Sharance: Crossroads
102020
Year 2 SP 18 FRI 10:57AM

Marjorie
Tomorrow's the
Wooly Festival.
Are you ready?



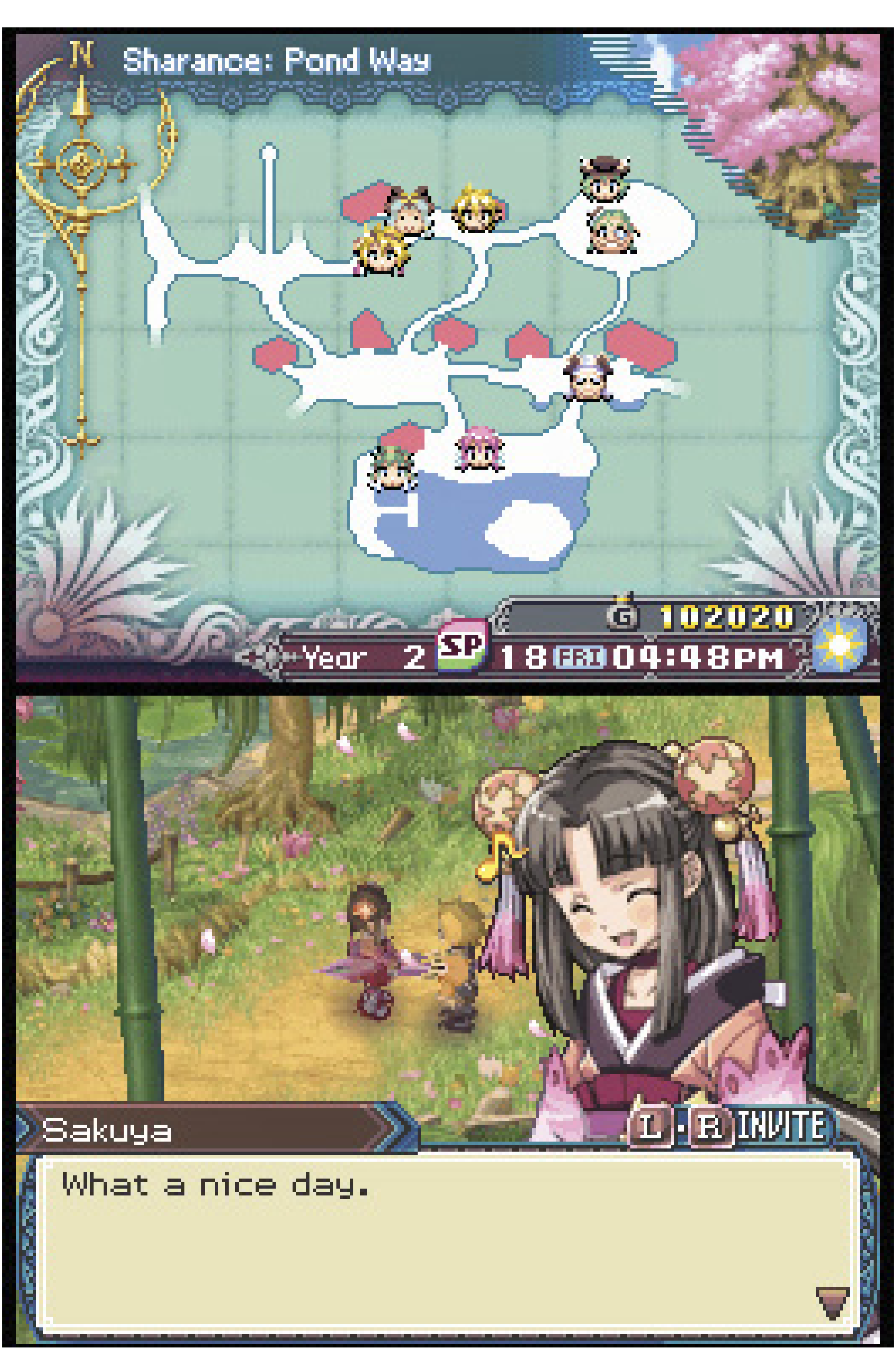
Kuruna's Tent
102020
Year 2 SP 18 FRI 01:28PM
L · R INVITE

Kuruna
The wind is so strong...
I wonder if our tents
will be okay.



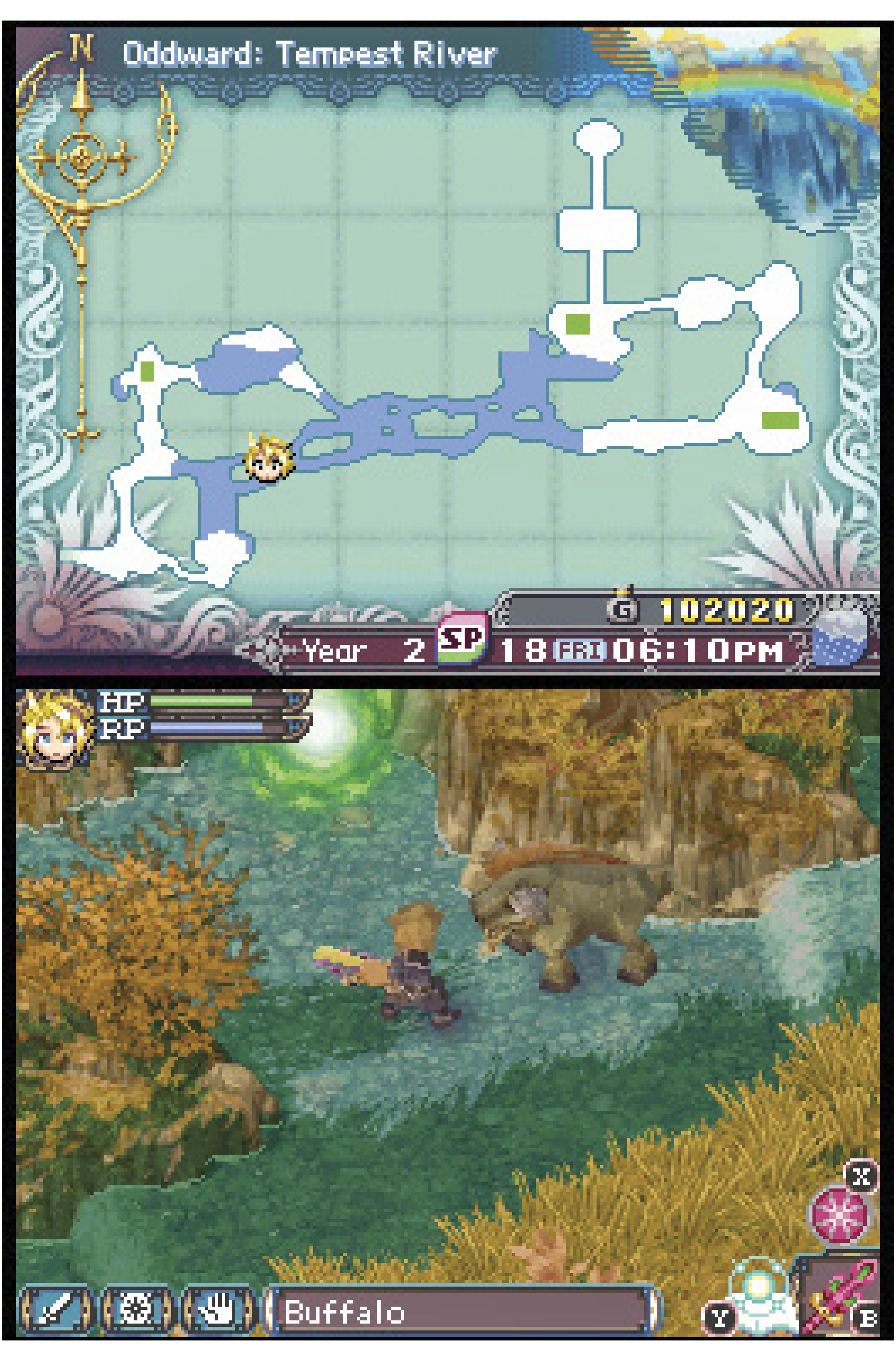
Sol Terrano: Bone Bridge
102020
Year 2 SP 18 FRI 04:10PM
HP
RP
282
Fire Crystal

With eleven bachelorettes to woo and a robust affection system that relied on earning a wealth of Love Points with a given character, new abilities with which to woo them were welcome. Players could sample a host of different colognes. Wearing a cologne fancied by your favorite bachelorette could earn a sizable bump in Love Points.

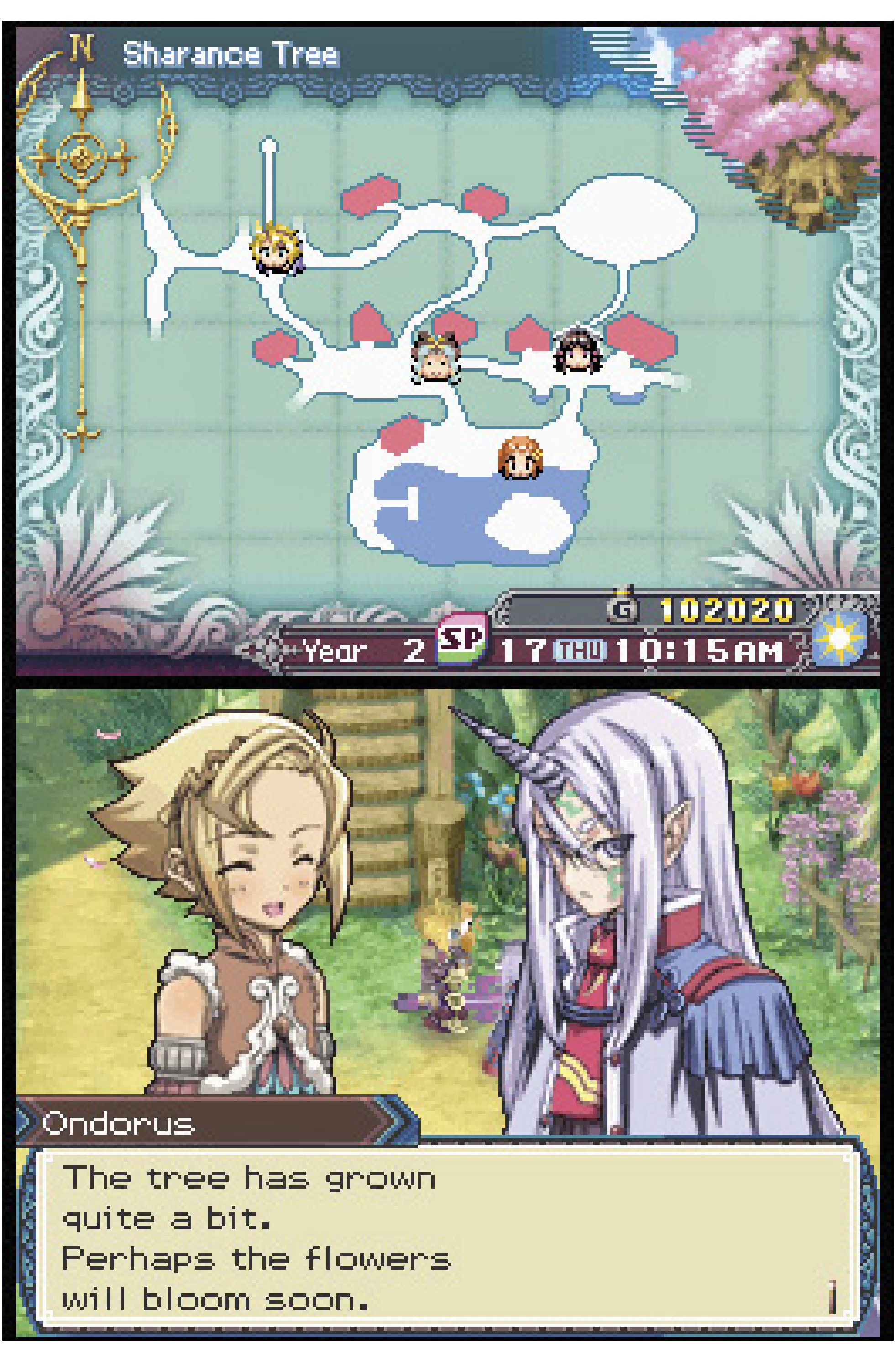


Sharance: Pond Way
102020
Year 2 SP 18 FRI 04:48PM
L · R INVITE

Sakuya
What a nice day.

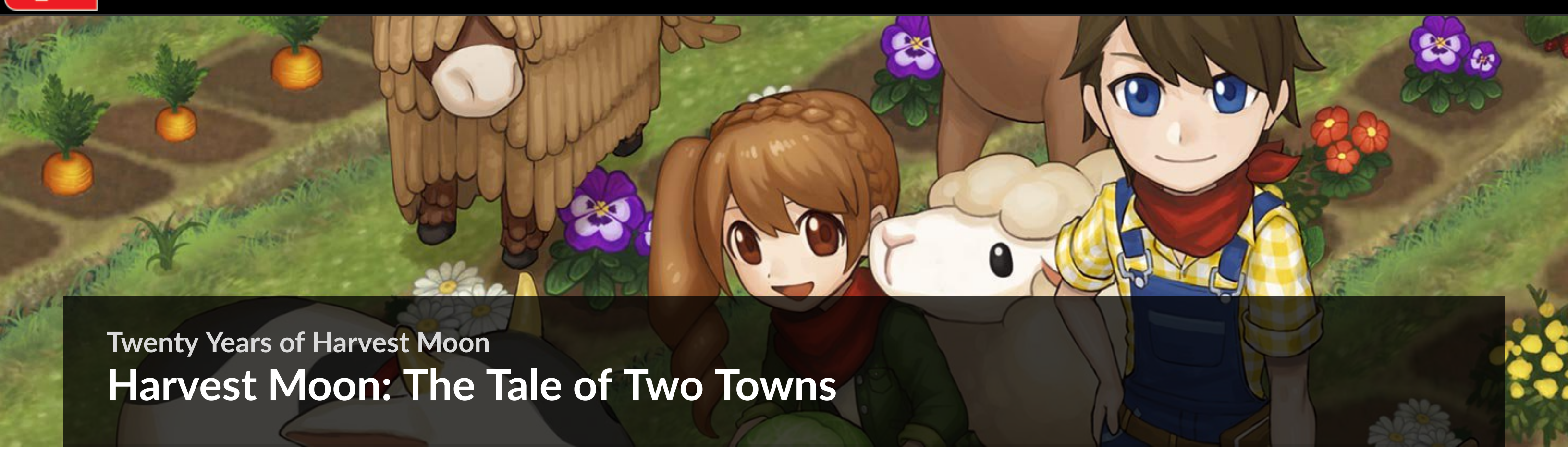


Oddward: Tempest River
102020
Year 2 SP 18 FRI 06:10PM
HP
RP
Buffalo



Sharance Tree
102020
Year 2 SP 17 THU 10:15AM

Ondorus
The tree has grown
quite a bit.
Perhaps the flowers
will bloom soon.



Twenty Years of Harvest Moon

# Harvest Moon: The Tale of Two Towns

HARVEST MOON
DS
The Tale of Two Towns
HARVEST MOON
3D
The Tale of Two Towns

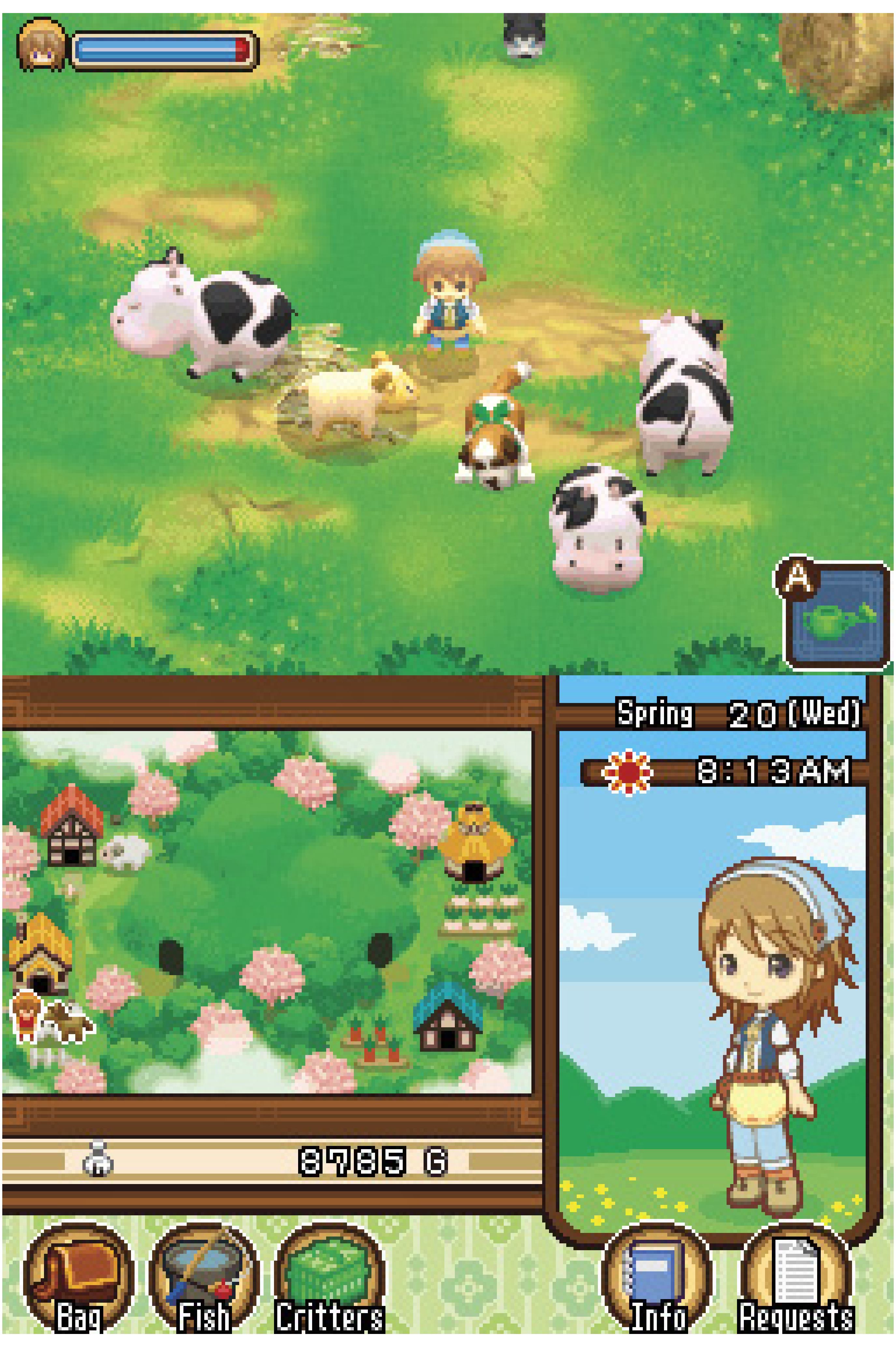
NINTENDO DS
NINTENDO 3DS
EVERYONE
NATSUME
Serious Fun
Playable in 2D and 3D. 3D mode for ages 7+. See back.

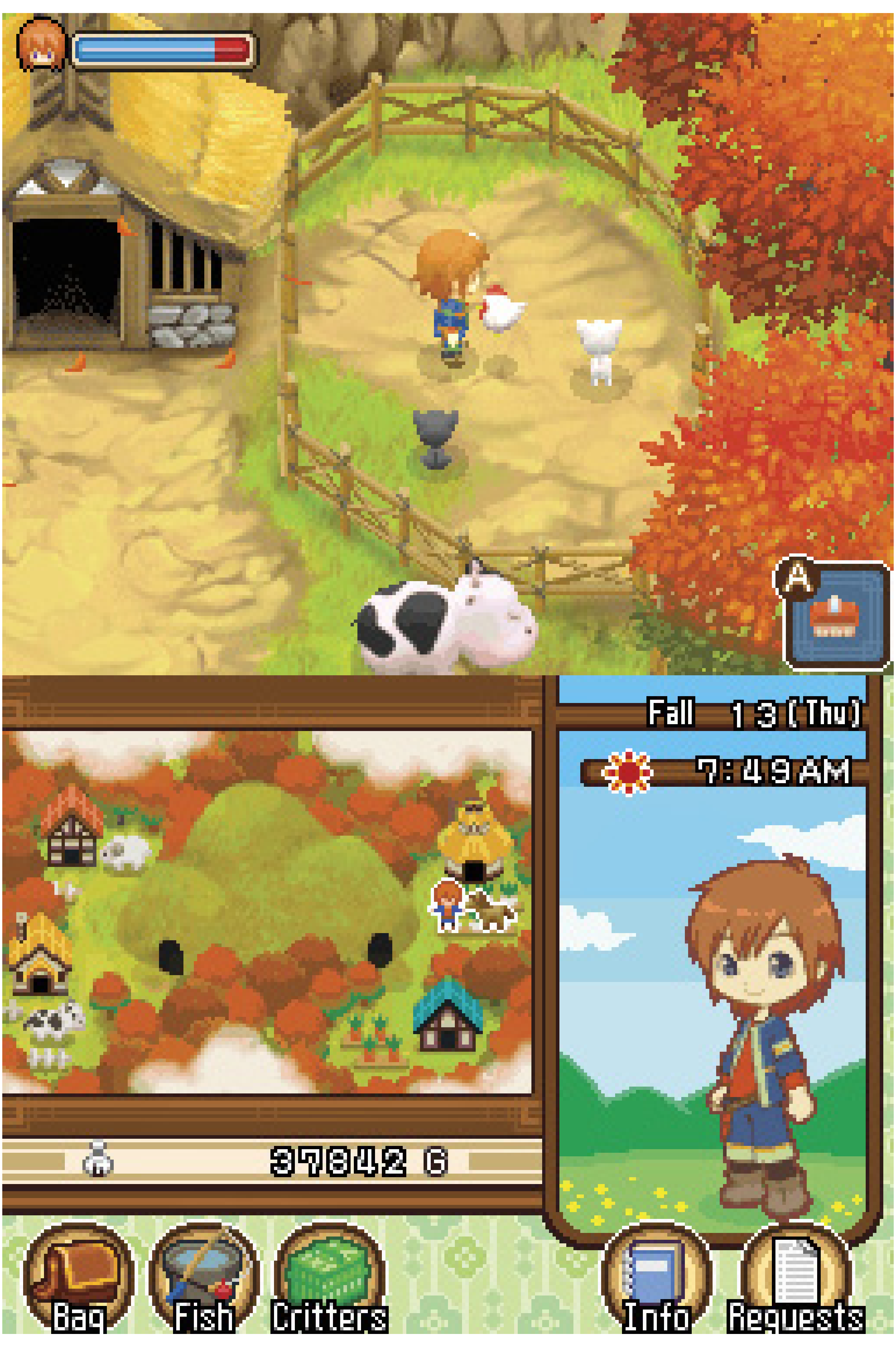
## Release Dates

| Platform | North America | Europe |
|---|---|---|
| DS | September 20, 2011 | June 2012 |
| 3DS | October 25, 2011 | June 2012 |

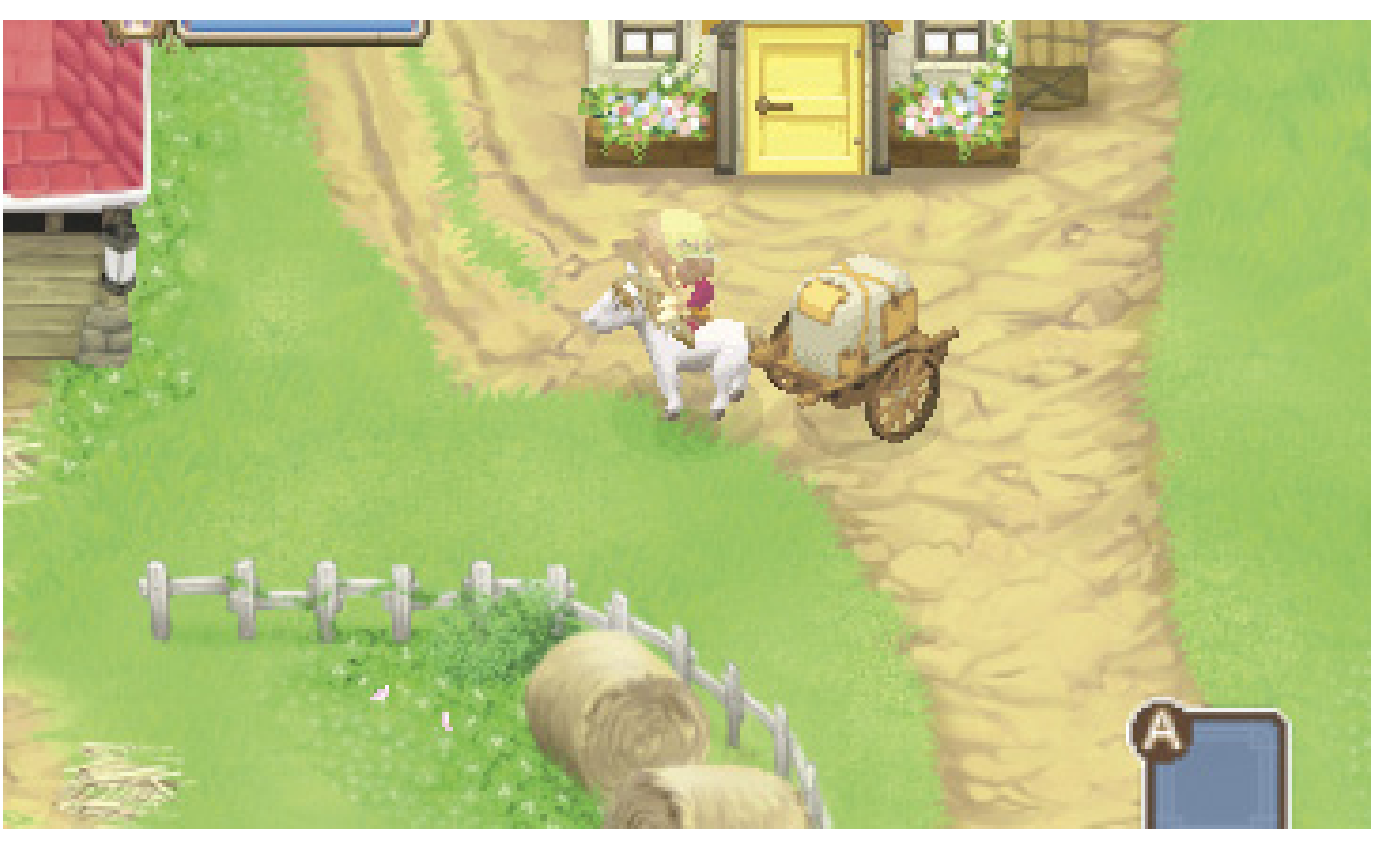
Continuing what had become a franchise trend of only releasing games for portable consoles (a pattern that continued until 2017), Harvest Moon: *The Tale of Two Towns* came to both Nintendo's DS and 3DS devices. Whereas the prior game shifted the focus to running a market, it was time for cooking to take a turn in the spotlight.

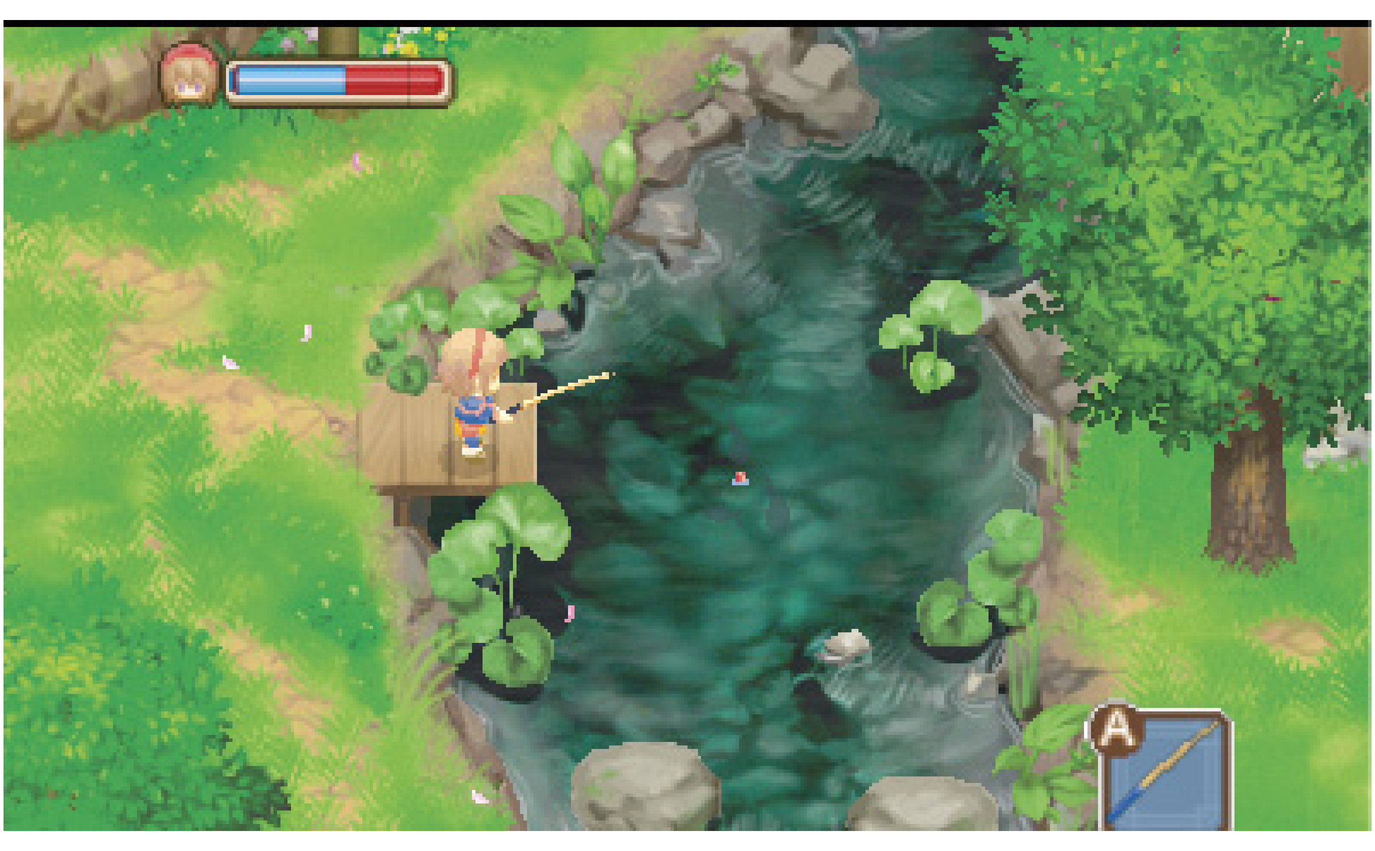
The story of Harvest Moon: The Tale of Two Towns was that of Bluebell and Konohana, and the mayors who grew so embittered that the Harvest Goddess herself sealed off the tunnel that connected their towns. Now, generations later, the player was given a choice to farm in either of the two towns—and coax a new friendship between the mayors through seasonal cooking competitions! Only by performing well in the cooking contests would their friendship be built, and the tunnel reopened.

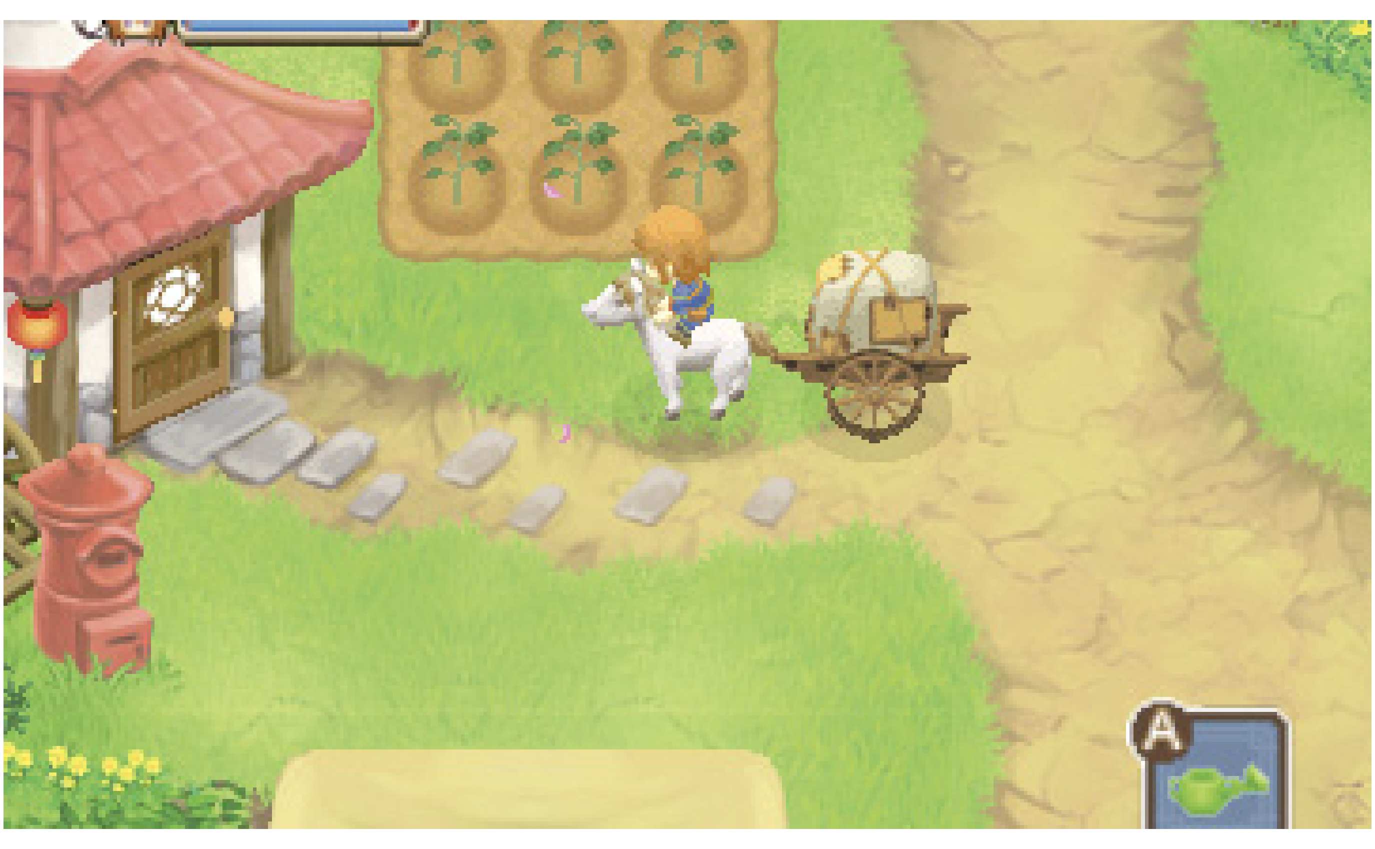

A
Spring 20 (Wed)
8:13 AM
8785 G
Bag
Fish
Critters
Info
Requests


A
Fall 13 (Thu)
7:49 AM
37842 G
Bag
Fish
Critters
Info
Requests

Naturally, there was a lot more than an emphasis on cooking to make this game shine. One of the biggest changes was made to the affection system and dating. Players no longer had to compete with a rival for a bachelor or bachelorette, but they did have to weigh the effects of jealousy. Spending too much time with one bachelor, for example, could make the others jealous. This system extended to marriage, where the unchosen bachelors continued to get jealous as the player spent time with their spouse. Players wanting to maintain friendships and keep the peace had to take advantage of the game's whole new way to initiate asking a character on a date.

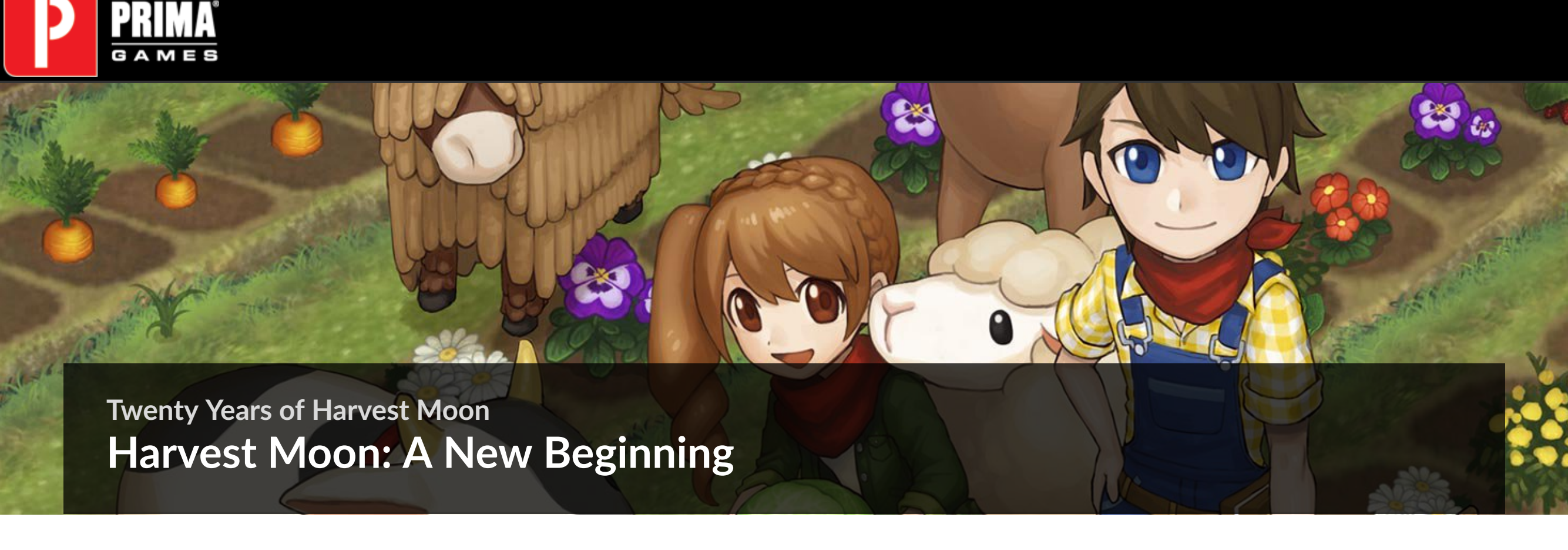






### Fun Facts

- The game included new livestock in the form of alpacas, as well as new Asian-based crops like Bok Choy and Daikon Radish. A special pet owl could be used to fly the character between the two mountain towns.
- The 3DS version of the game featured improved graphics and a wider screen, along with a livestock petting mini-game and the ability to use StreetPass to trade items with other 3DS owners you passed in public.
- Dozens of recipes awaited the skillful chef. Players hoping to reopen the tunnel needed to master a full five-course meal including salad, soup, appetizer, entrée, and desserts.
- Opening the tunnel didn't just complete the main goal of the game, but also let you quickly travel between towns and find valuable gems and ore within the mountain.
- Konohana and Bluebell had plenty of differences, including marriage candidates and festivals. Also, players could only buy animals in Bluebell and seeds in Konohana. It was possible to change towns each season.



Twenty Years of Harvest Moon

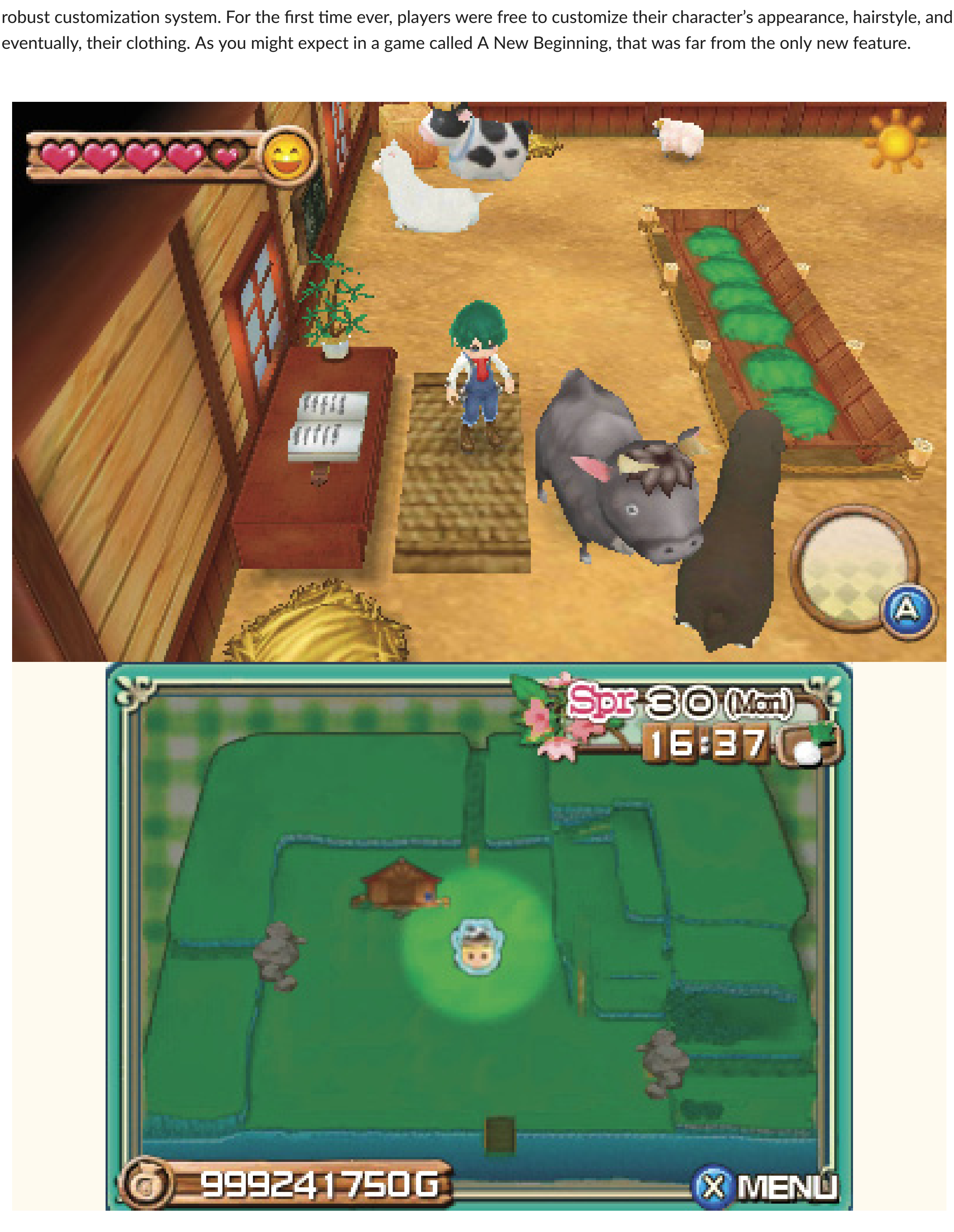
# Harvest Moon: A New Beginning

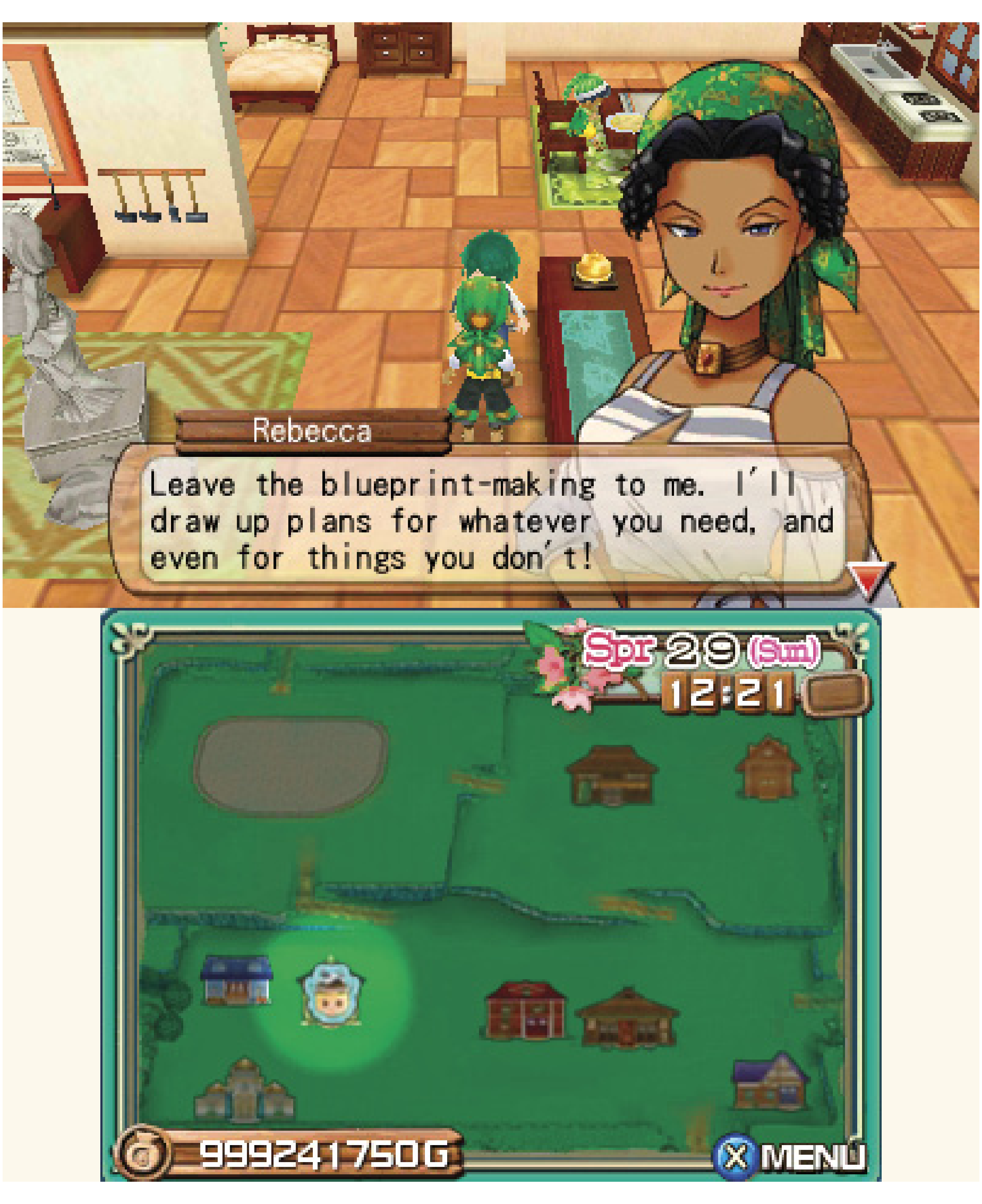
HARVEST MOON 3D
A New Beginning
NINTENDO 3DS
NATSUME
Playable in 2D and 3D. 3D mode for ages 7+. See back.

## Release Dates

| Platform | North America | Europe |
|---|---|---|
| 3DS | November 6, 2012 | September 2013 |

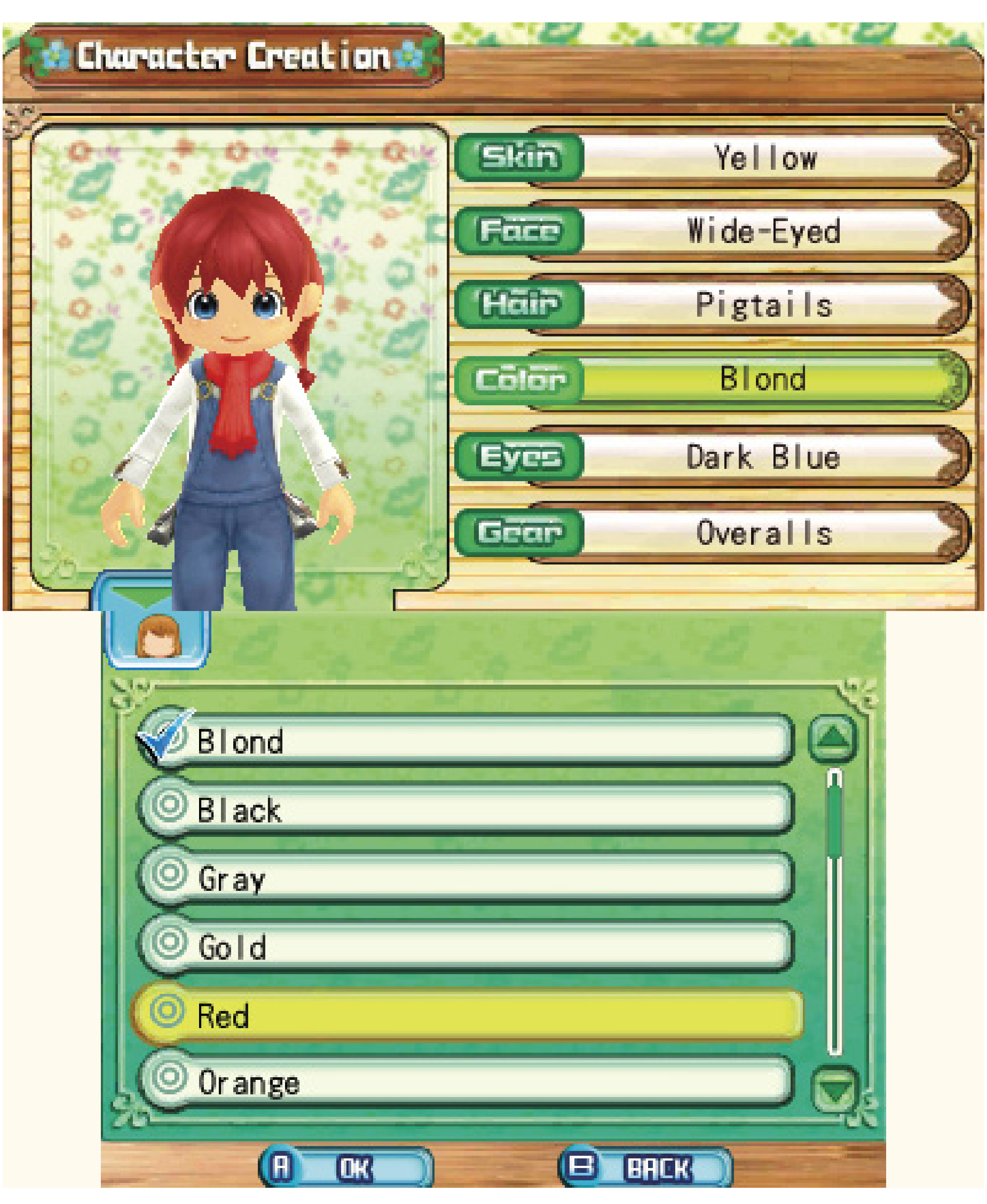
Marking the fifteenth anniversary of the series, Harvest Moon: *A New Beginning* took the franchise in a new direction with a robust customization system. For the first time ever, players were free to customize their character's appearance, hairstyle, and eventually, their clothing. As you might expect in a game called A New Beginning, that was far from the only new feature.





Rebecca

Leave the blueprint-making to me. I'll draw up plans for whatever you need, and even for things you don't!



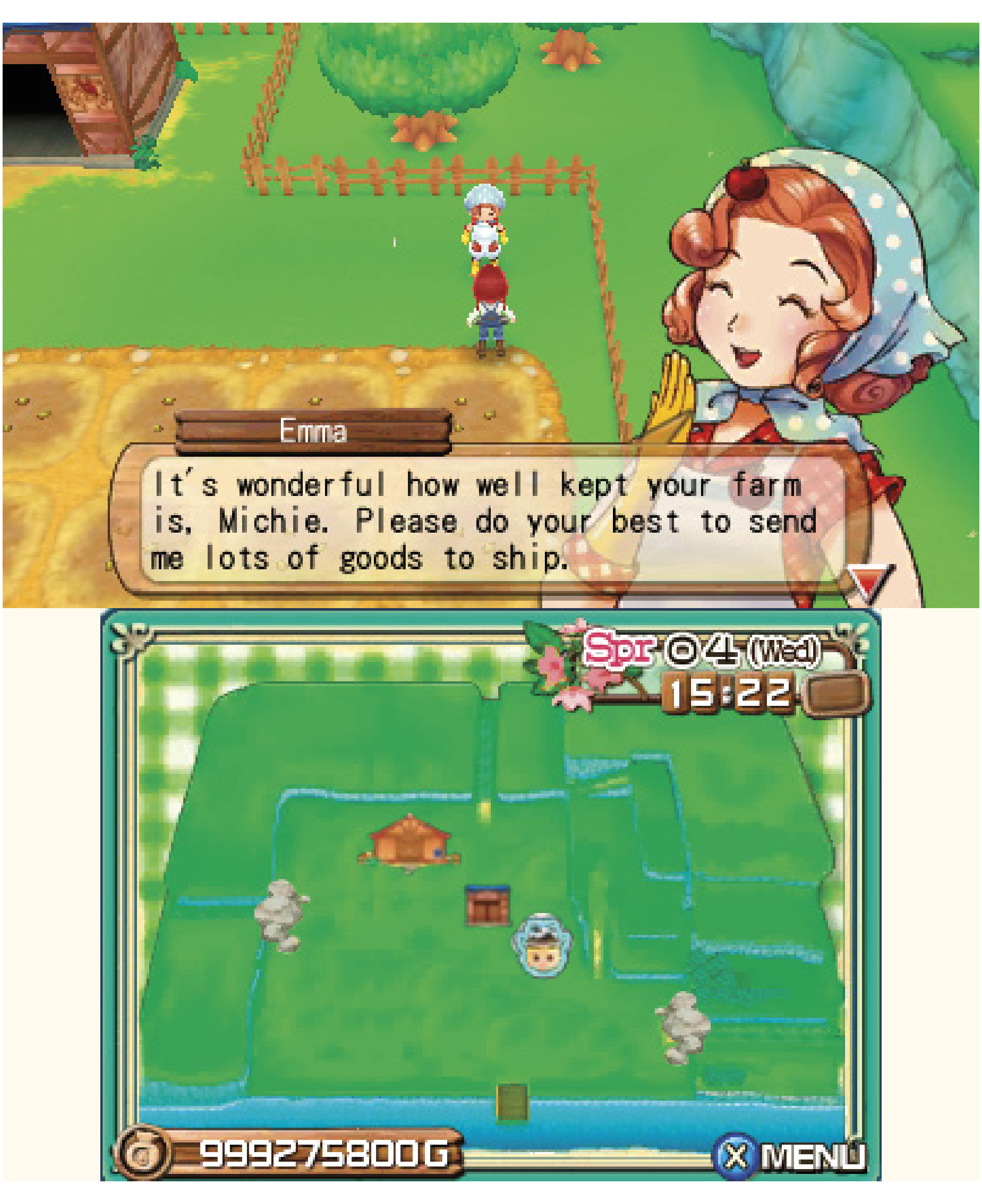
Character Creation

| | |
|---|---|
| Skin | Yellow |
| Face | Wide-Eyed |
| Hair | Pigtails |
| Color | Blond |
| Eyes | Dark Blue |
| Gear | Overalls |

- Blond
- Black
- Gray
- Gold
- Red
- Orange

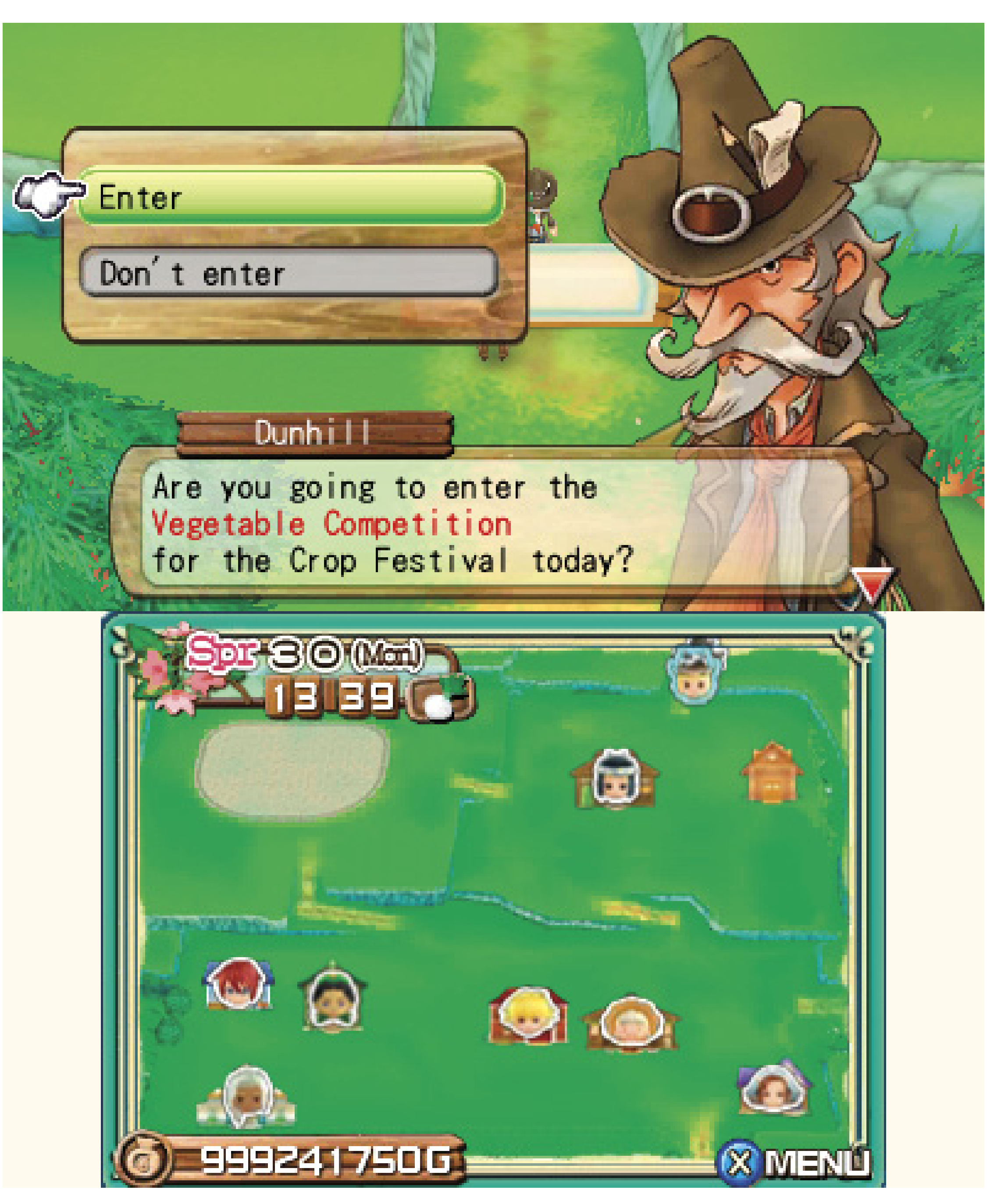
Unlike most prior games in the series, the goal here wasn't to resurrect a decaying farm, but an entire town. Echo Village was practically abandoned, leaving players with the task of restoring the town. Five Town Restoration Plans guided players in their task, requiring the purchase of hundreds of garden, house, farm, and decoration blueprints. There were even blueprints for upgraded tools. Little by little, as shops and other buildings were built, and the town revitalized, former Echo Village citizens moved back in.

Spr 0 4 (Wed)
09:31
999275800G
MENU



Emma

It's wonderful how well kept your farm is, Michie. Please do your best to send me lots of goods to ship.



- Enter
- Don't enter

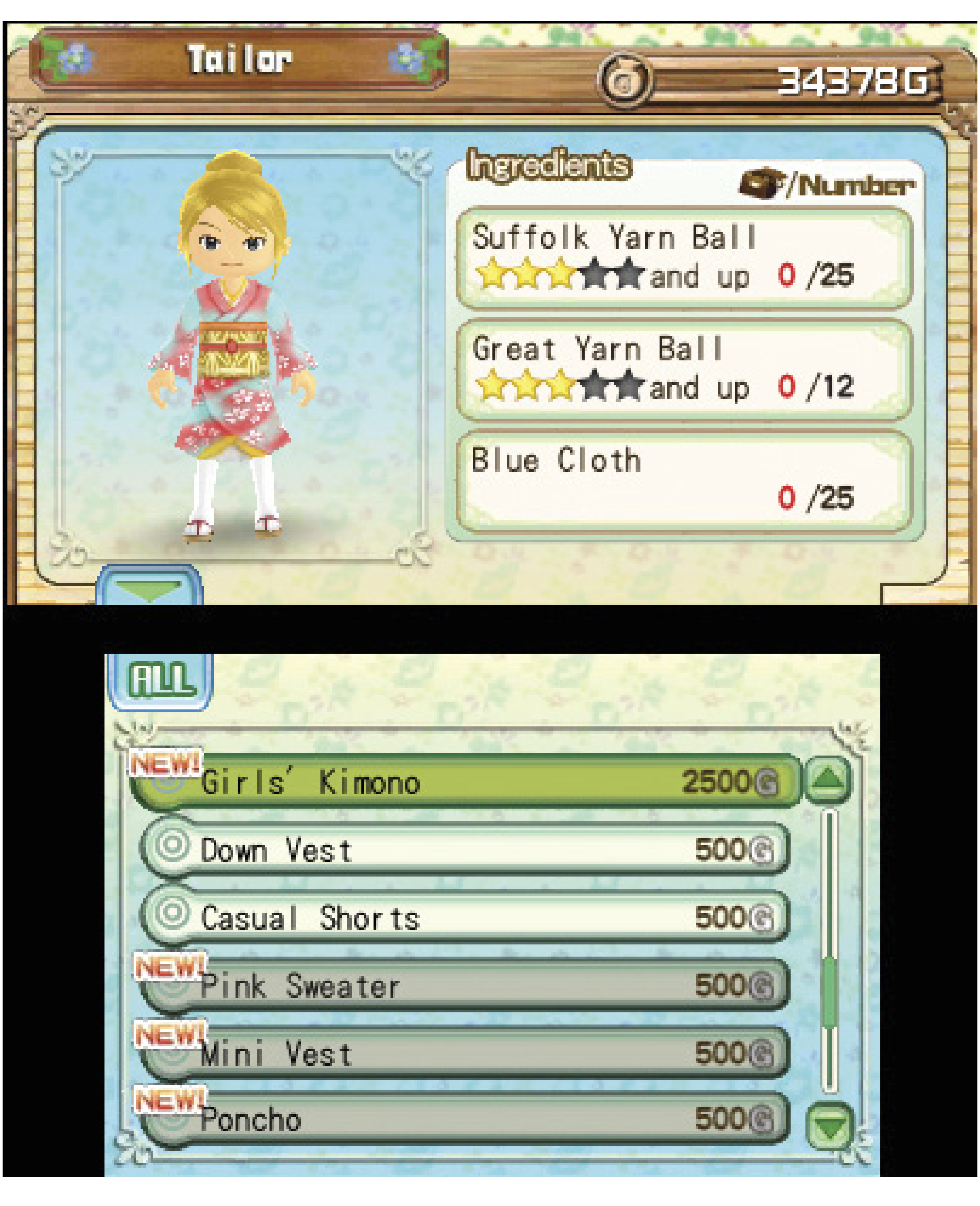
Dunhill

Are you going to enter the Vegetable Competition for the Crop Festival today?

By far, the most revolutionary aspect of Harvest Moon: *A New Beginning* was the ability to pick up barns and houses and other structures and move them about the map. Everything in Echo Village could be repositioned except the Town Plaza. As more and more of the town unlocked through the Town Restoration Plans, players could continue to shift the location of shops, houses, and even the roads! This made it possible to maximize space, increase the efficiency of the town, and ensure all those villagers moved back in.

01
Spr 1 7 (Fri)
07 35 AM
31378G
MENU

Spr 1 6 (Thu)
12 33 PM



Tailor

34378G

Ingredients | /Number

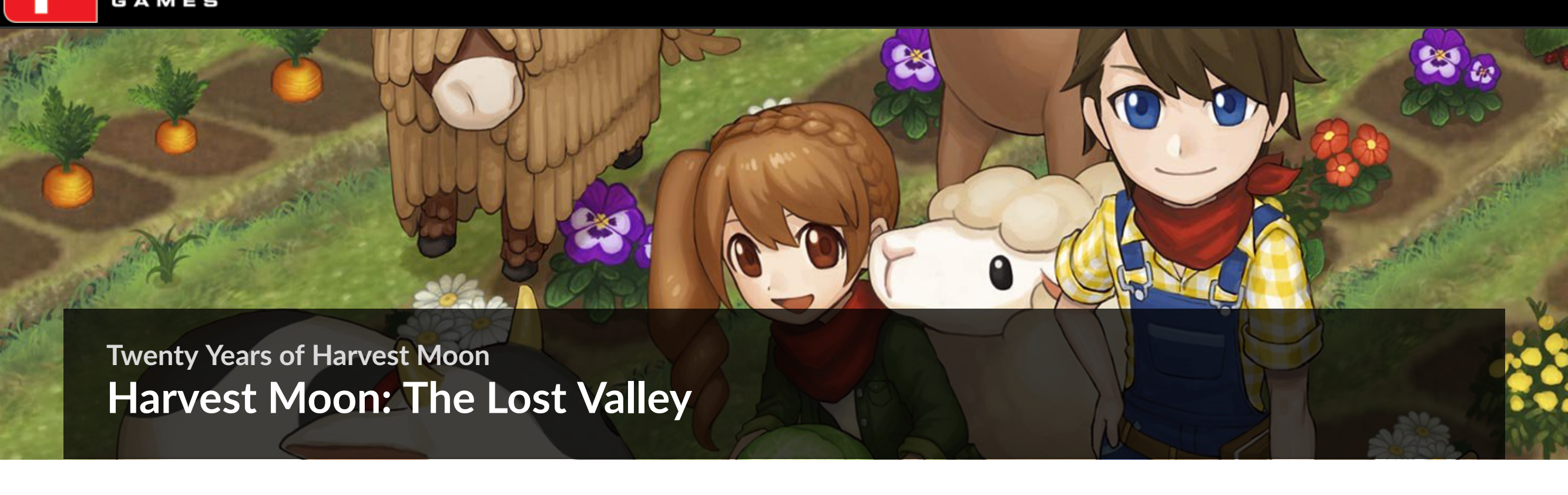
| | |
|---|---|
| Suffolk Yarn Ball ★★★★★ and up | 0 /25 |
| Great Yarn Ball ★★★★★ and up | 0 /12 |
| Blue Cloth | 0 /25 |

ALL

| | |
|---|---|
| NEW! Girls' Kimono | 2500G |
| Down Vest | 500G |
| Casual Shorts | 500G |
| NEW! Pink Sweater | 500G |
| NEW! Mini Vest | 500G |
| NEW! Poncho | 500G |

## Fun Facts

- Players could visit the Salon to change the character's hair, and visit the Tailor for new clothes. These changes could be done long after designing your character's appearance.
- It was possible to take a honeymoon with your spouse or go on family vacations once you had a child. Destinations included the beach, ancient ruins, Snowland, and a place called Sakura Land.
- After Spring 27, players could use the Nintendo Network to play cooperatively with up to three additional players from around the world. Co-op play involved caring for other players' livestock and collecting animal products from them.
- Harvest Moon: *A New Beginning* contained numerous new crops, including Cactus, Cotton, Lotus, and Nadeshiko, and also new livestock like the yak.
- Players could craft a fish trap for a whole new way of fishing. Fish traps could be used to catch all manner of shellfish and some small fish.



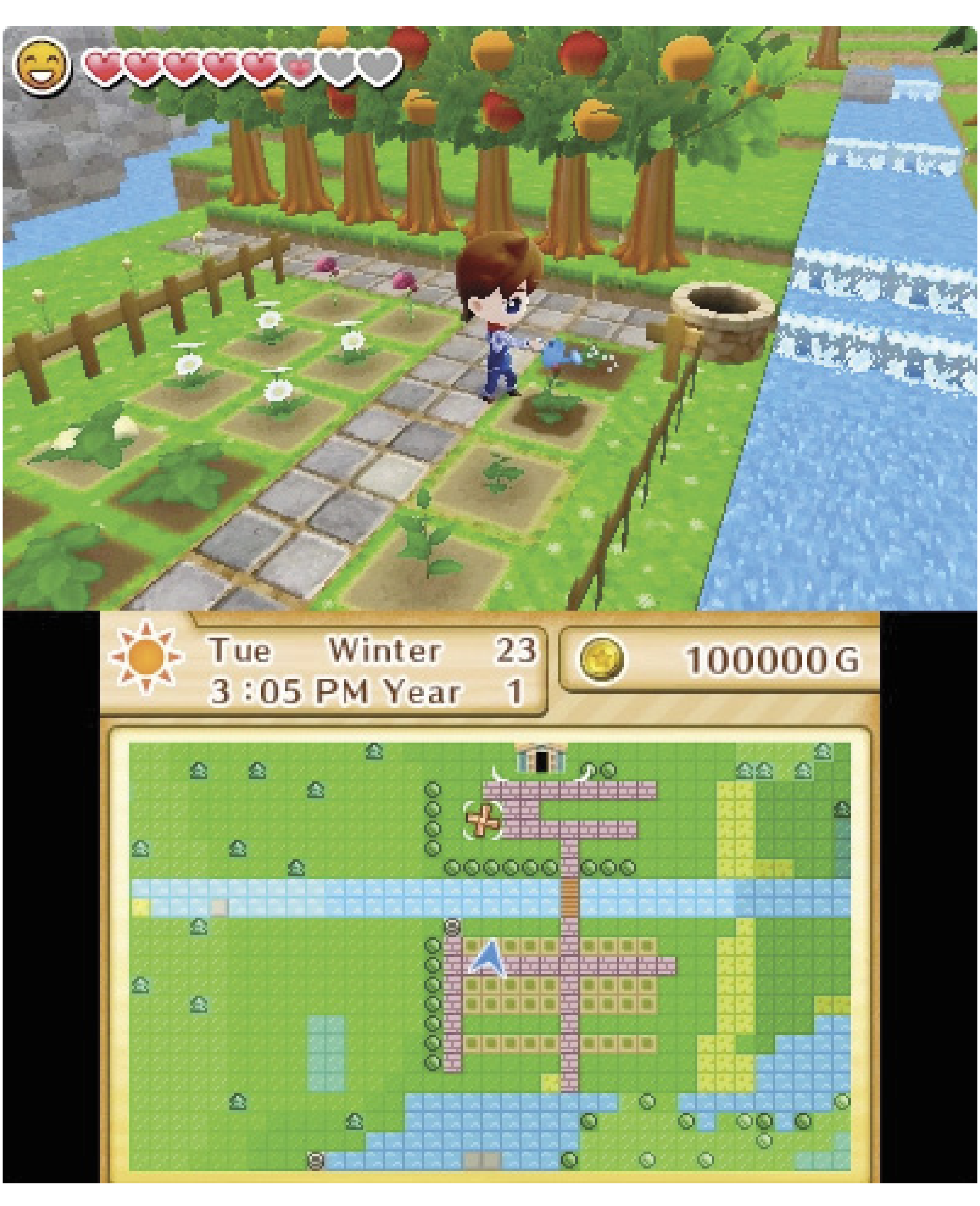
Twenty Years of Harvest Moon

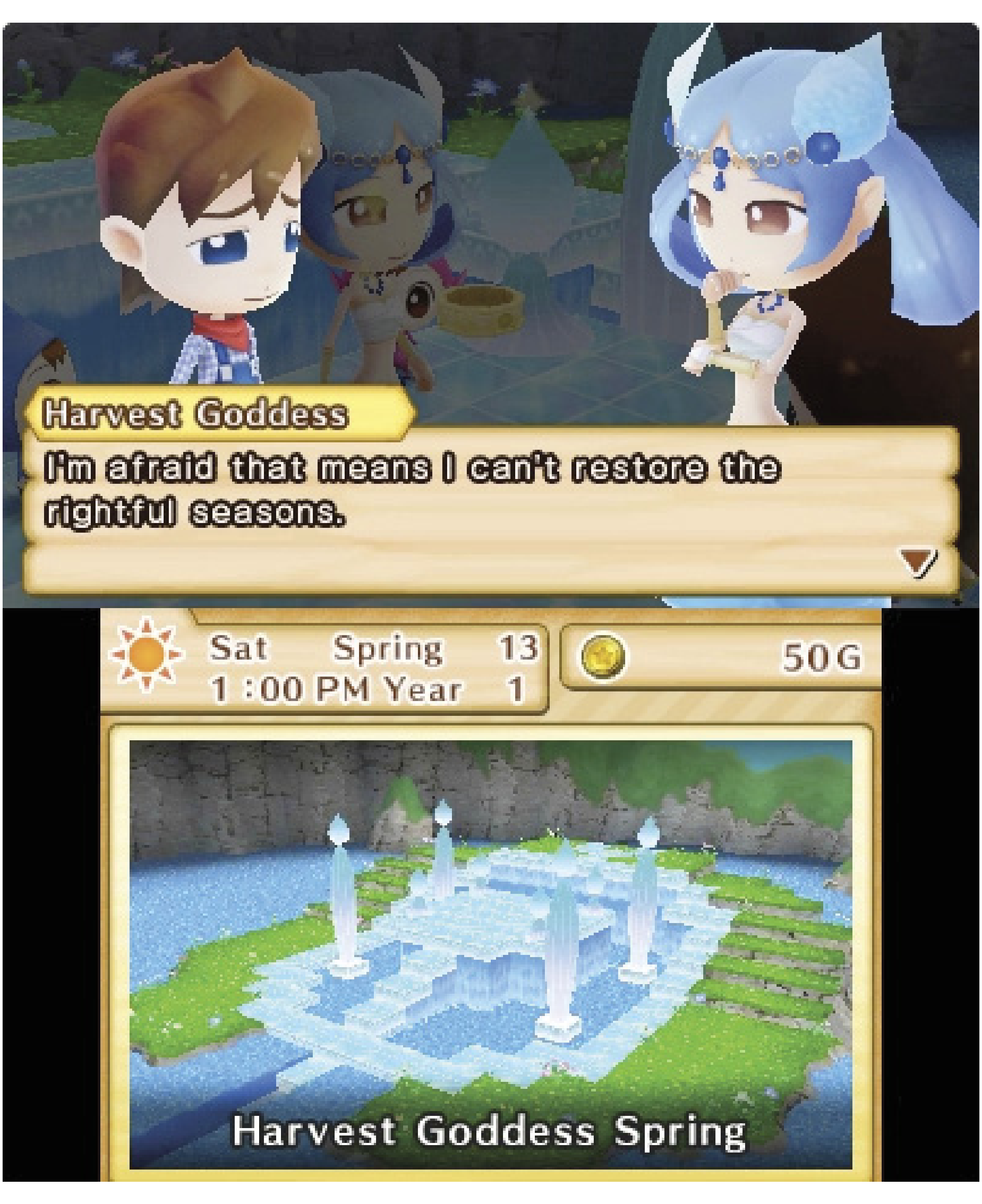
# Harvest Moon: The Lost Valley

HARVEST MOON 3D The Lost Valley
NINTENDO 3DS
Playable in 2D and 3D. 3D mode for ages 7+. See back.
NATSUME
E ESRB

| Release Dates | | |
|---|---|---|
| Platform | North America | Europe |
| 3DS | November 4, 2014 | June 2015 |

If *Harvest Moon*: *Light of Hope* is your first experience with the franchise, then this is where you should begin to notice the most similarities. *Harvest Moon*: *The Lost Valley* paved the way for some of the design choices to be made in the coming years, particularly the use of context-sensitive tools. Rather than managing a tool inventory, the game automatically placed the right tool in the character's hand at the right time: an Axe to chop a tree, a Hammer to break a rock, a Watering Can to water dry crops…

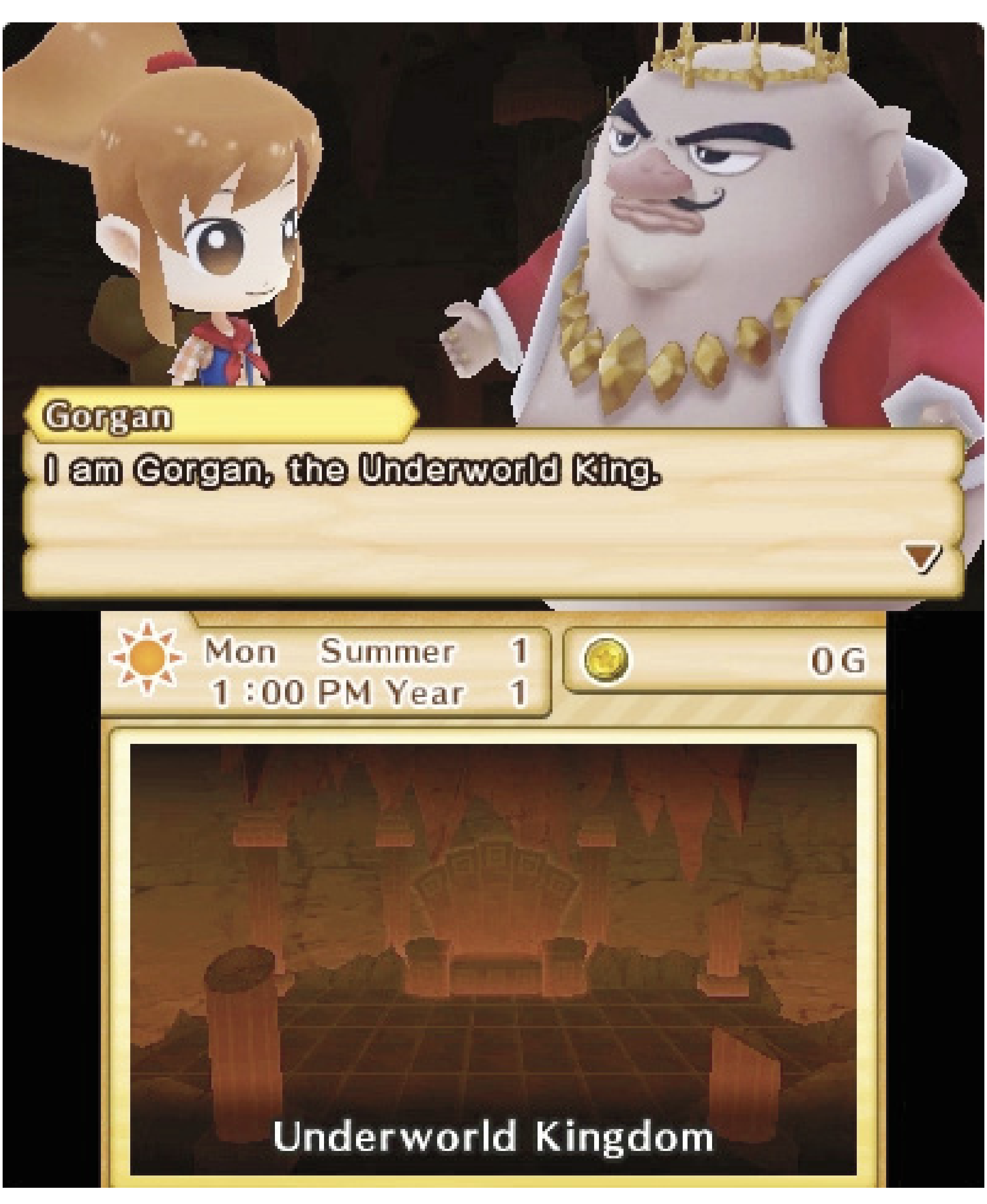

Tue Winter 23
3:05 PM Year 1
100000G



Harvest Goddess

I'm afraid that means I can't restore the rightful seasons.

Sat Spring 13
1:00 PM Year 1
50G
Harvest Goddess Spring

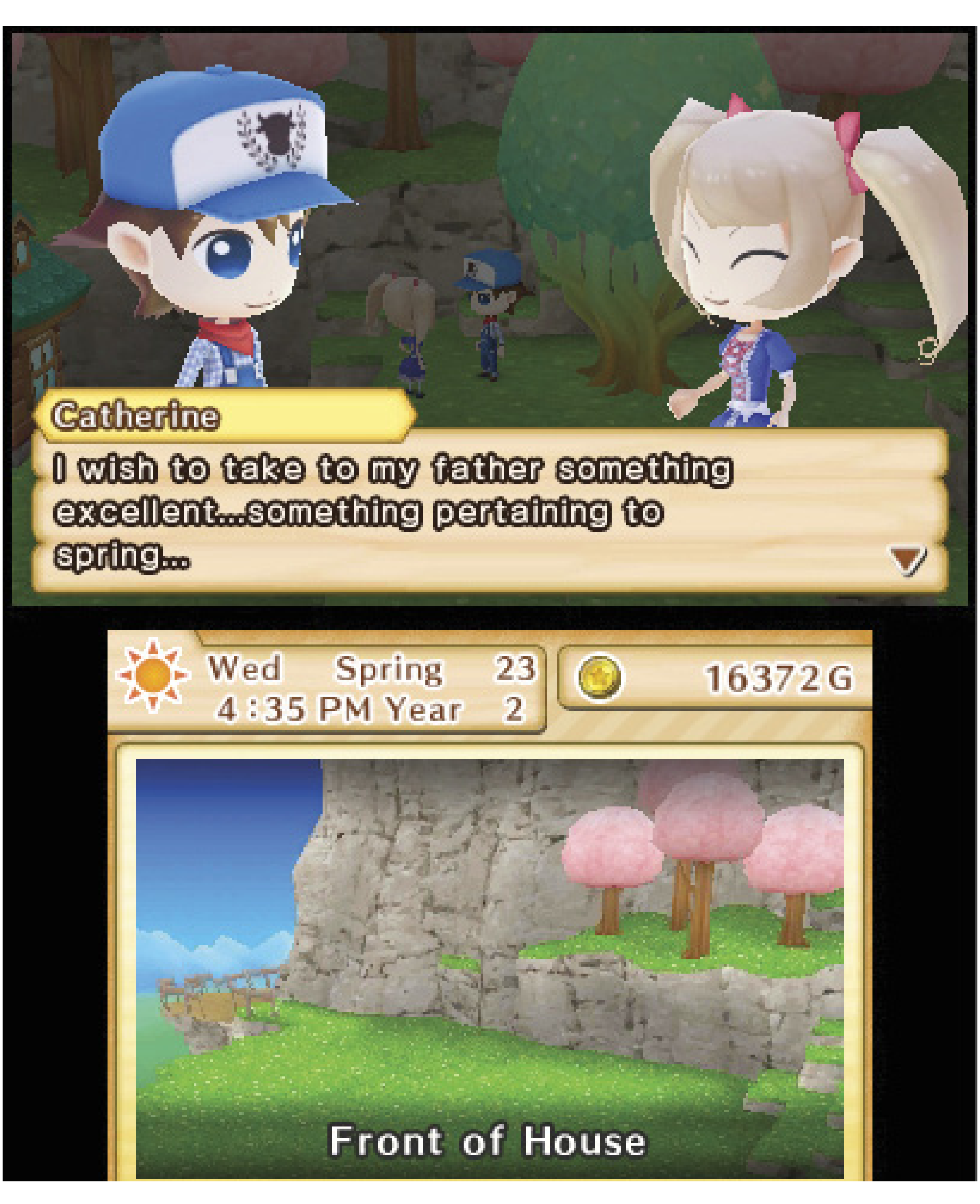


Gorgan

I am Gorgan, the Underworld King.

Mon Summer 1
1:00 PM Year 1
0G
Underworld Kingdom

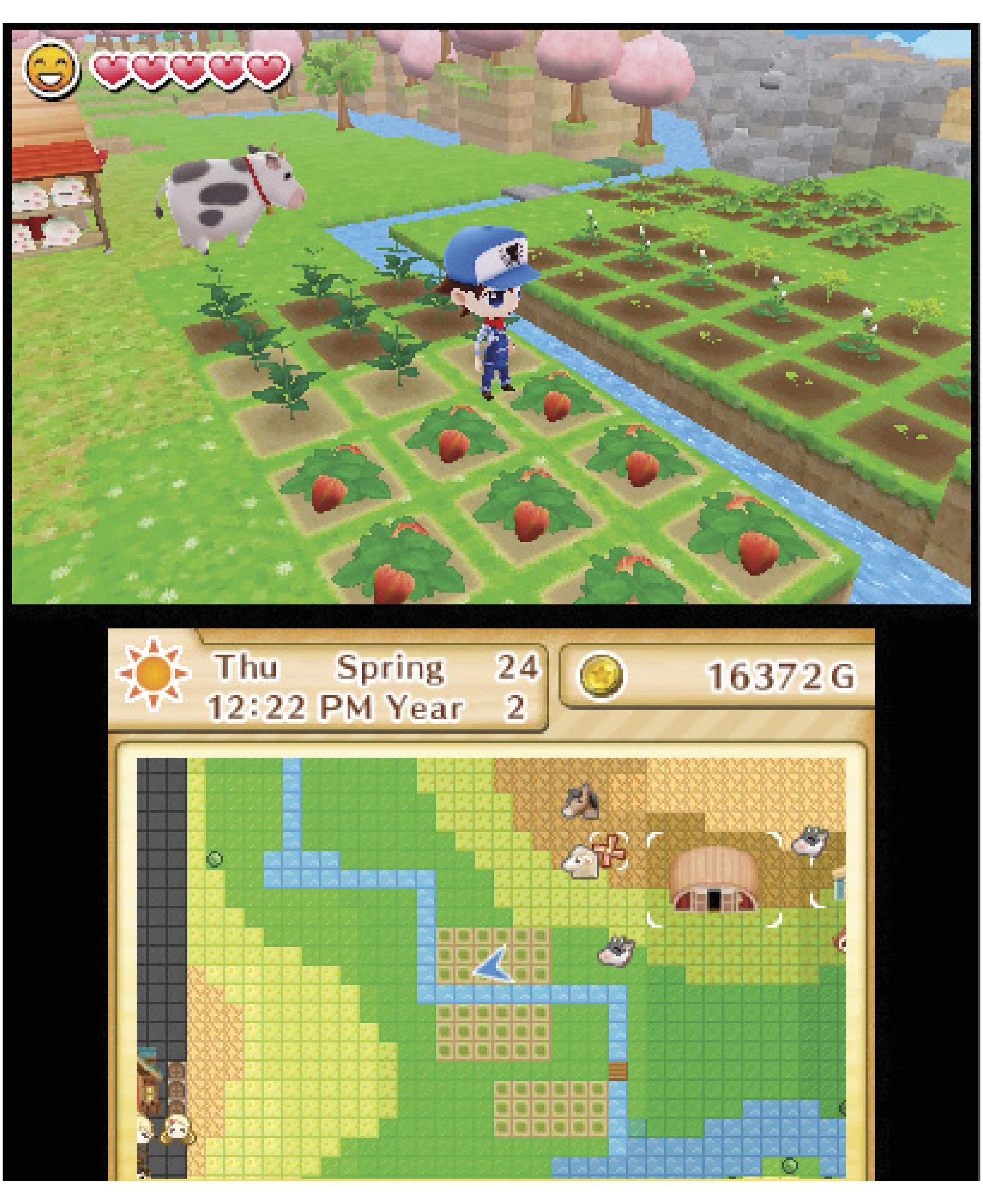
This was also the first game in the series to embrace the idea of terraforming. For the first time ever, players could shape the land their farm was built upon. They could erect hillsides and carve out valleys, divert rivers and streams, build bridges, and shape the canvas as they saw fit. Working hand-in-hand with this ability to sculpt the land was a crop-mutation system that took elevation and terrain type into account, much like in the most current game.

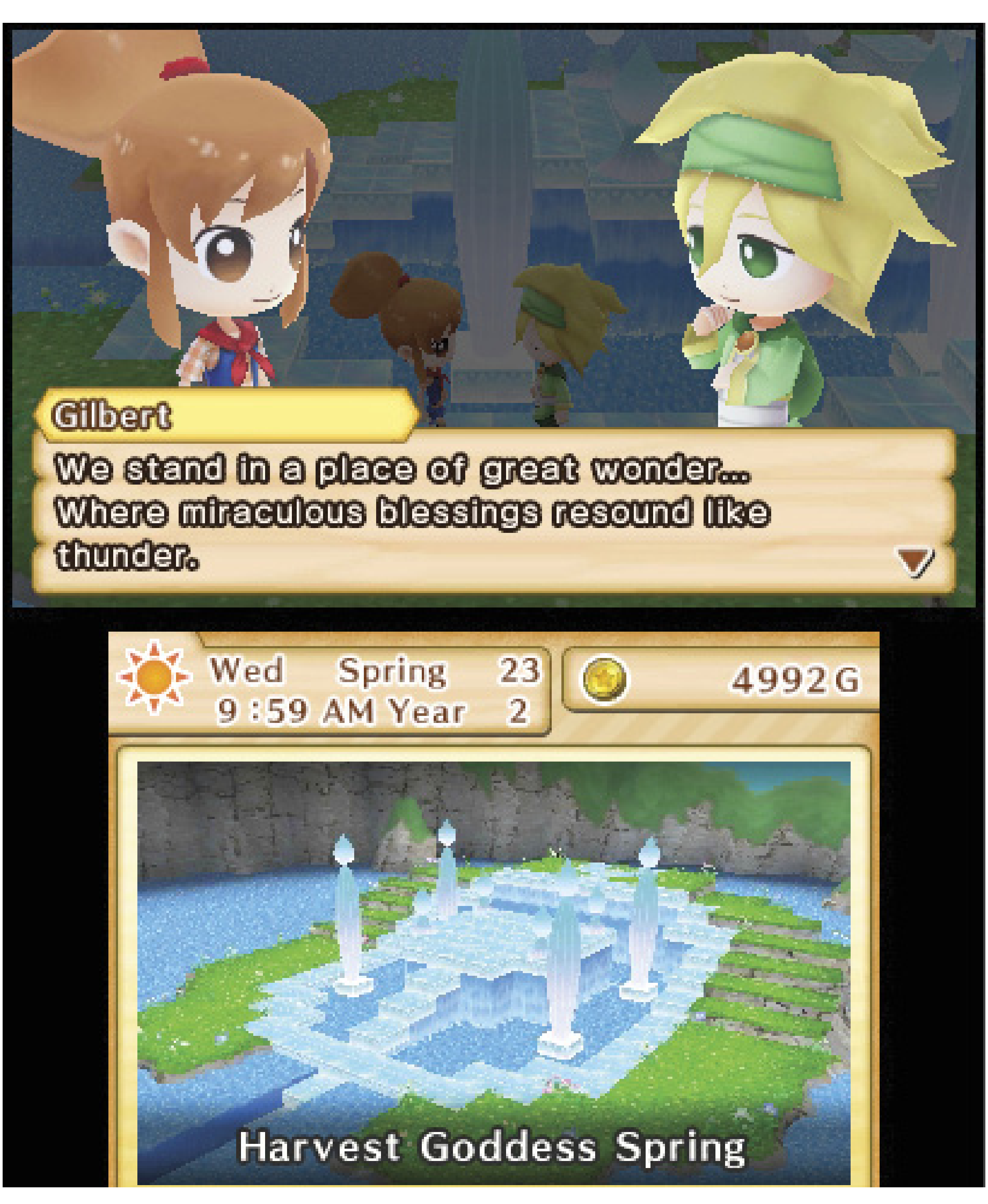


Catherine

I wish to take to my father something excellent…something pertaining to spring…

Wed Spring 23
4:35 PM Year 2
16372G
Front of House


Thu Spring 24
12:22 PM Year 2
16372G

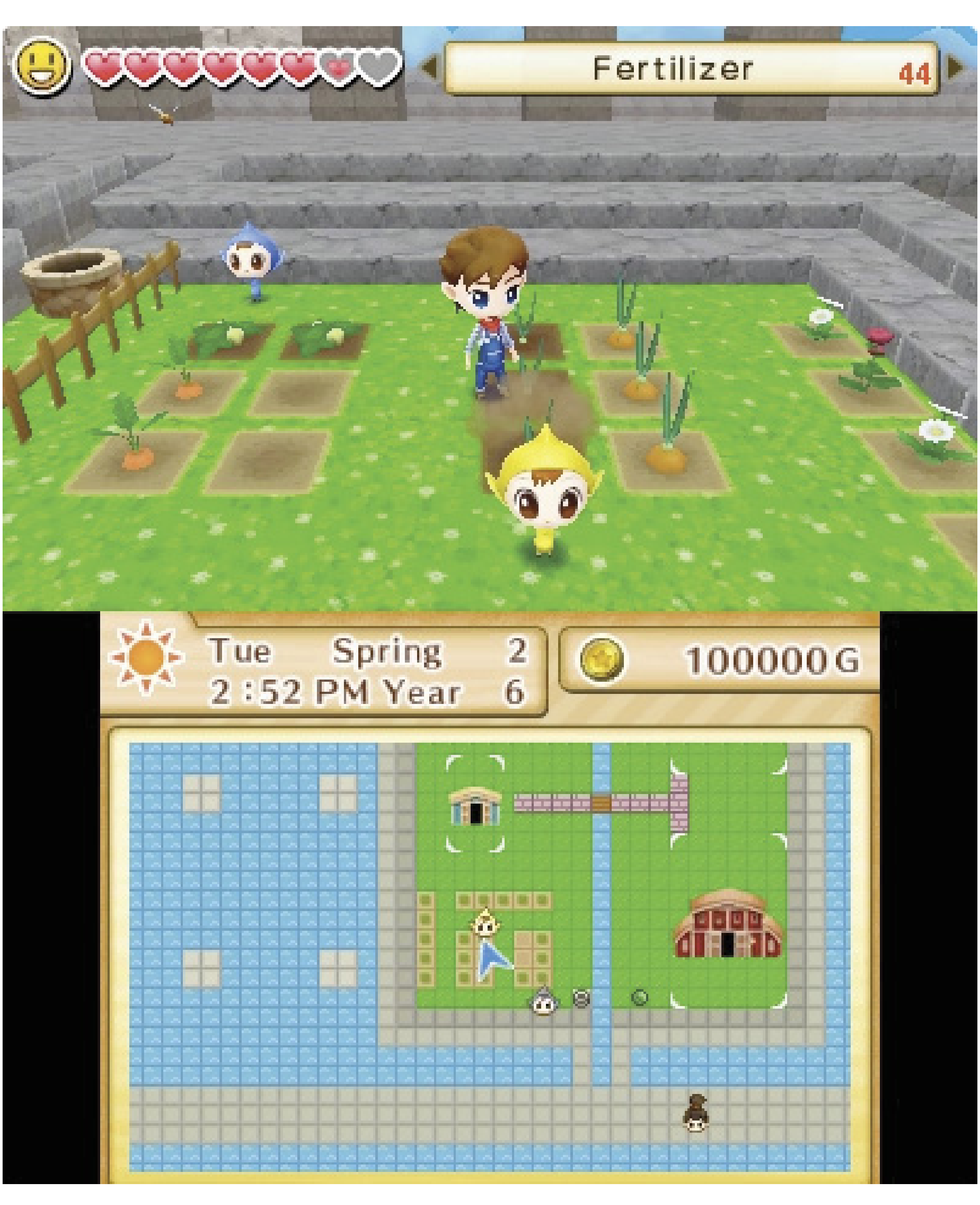


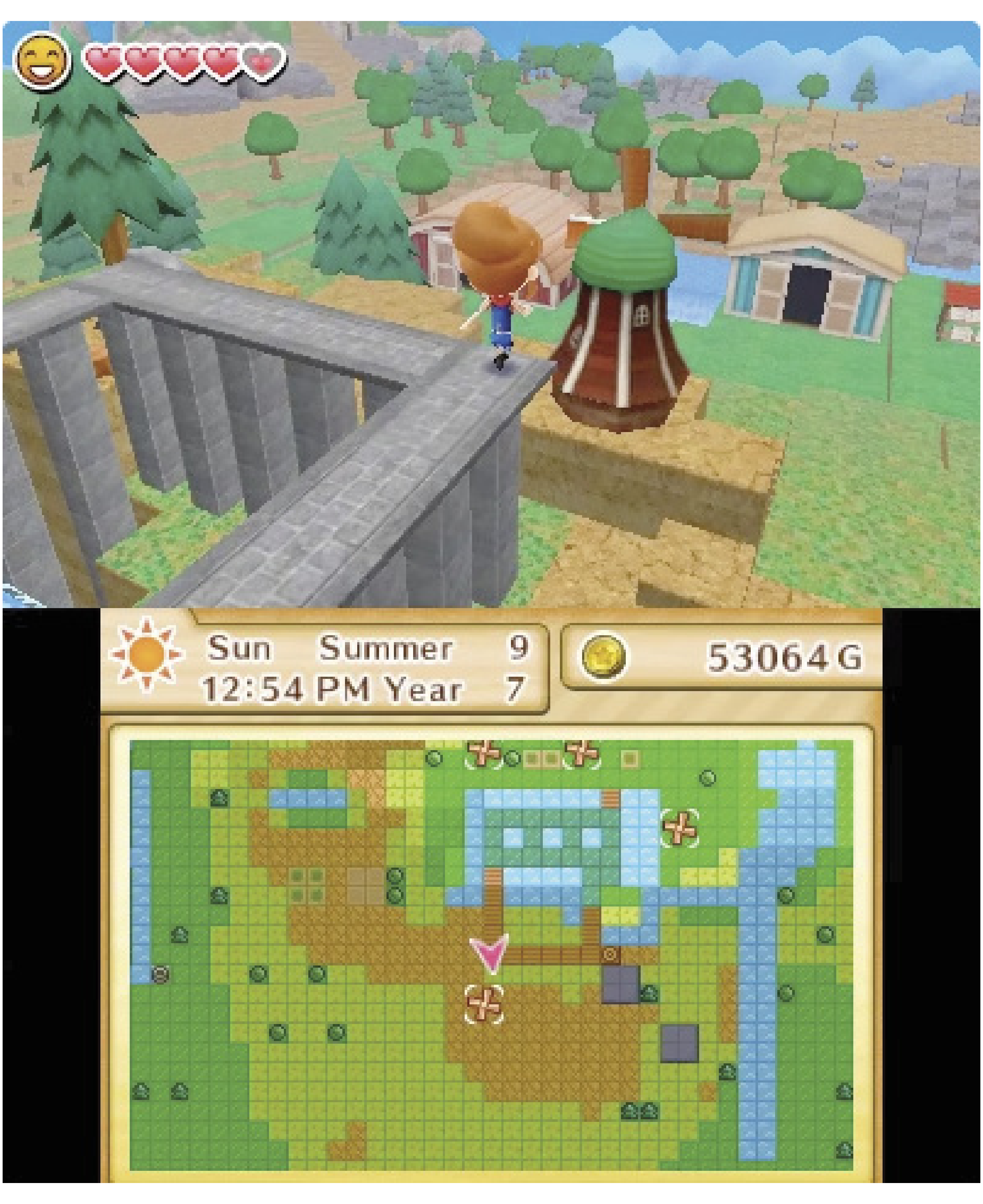
Gilbert

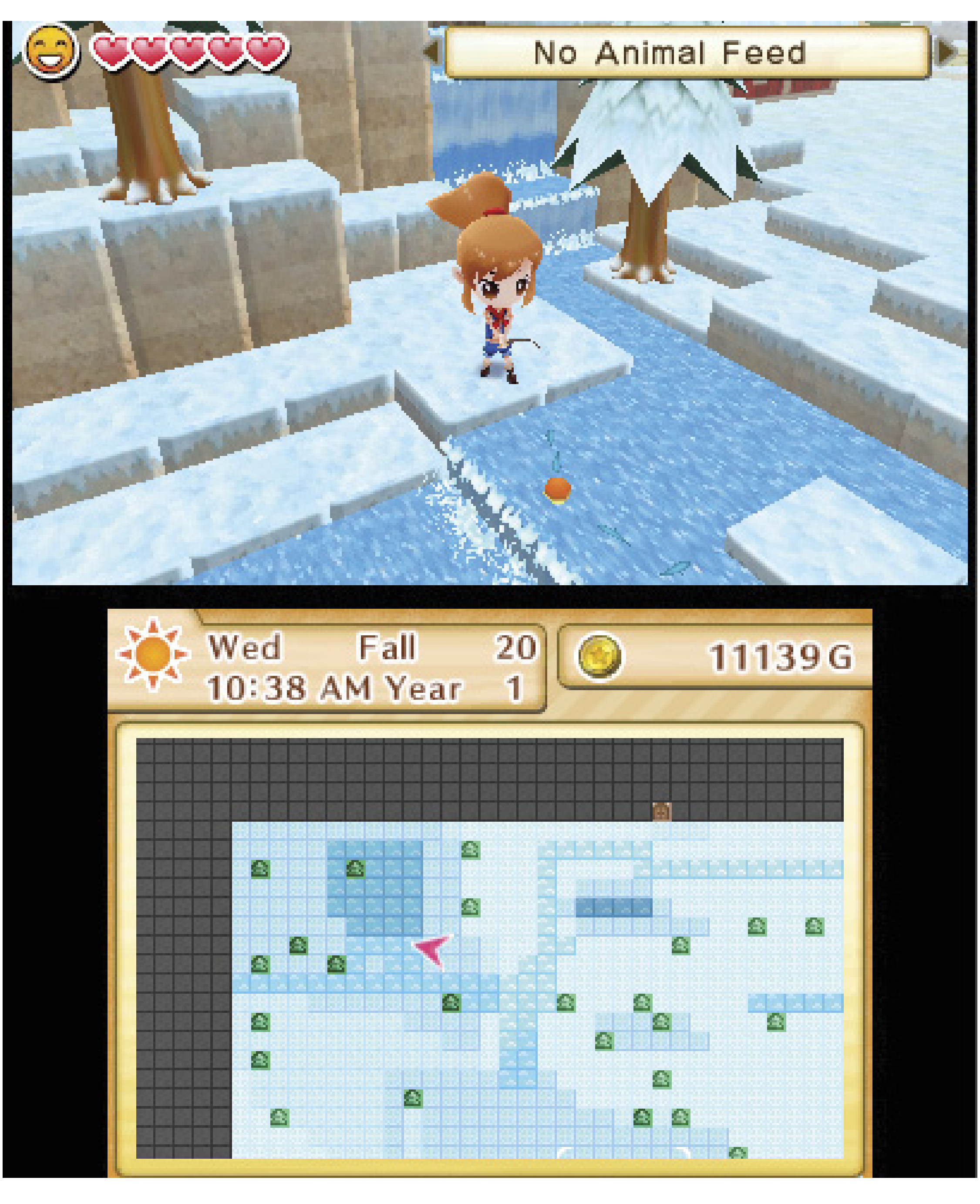
We stand in a place of great wonder… Where miraculous blessings resound like thunder.

Wed Spring 23
9:59 AM Year 2
4992G
Harvest Goddess Spring

*Harvest Moon*: *The Lost Valley* also experimented with other series firsts. For example, gifts were no longer used to increase friendship, Harvest Sprites could be assigned tasks, and, for the first time in franchise history, *Harvest Moon*: *The Lost Valley* received downloadable content designed to extend the story through marriage and beyond.

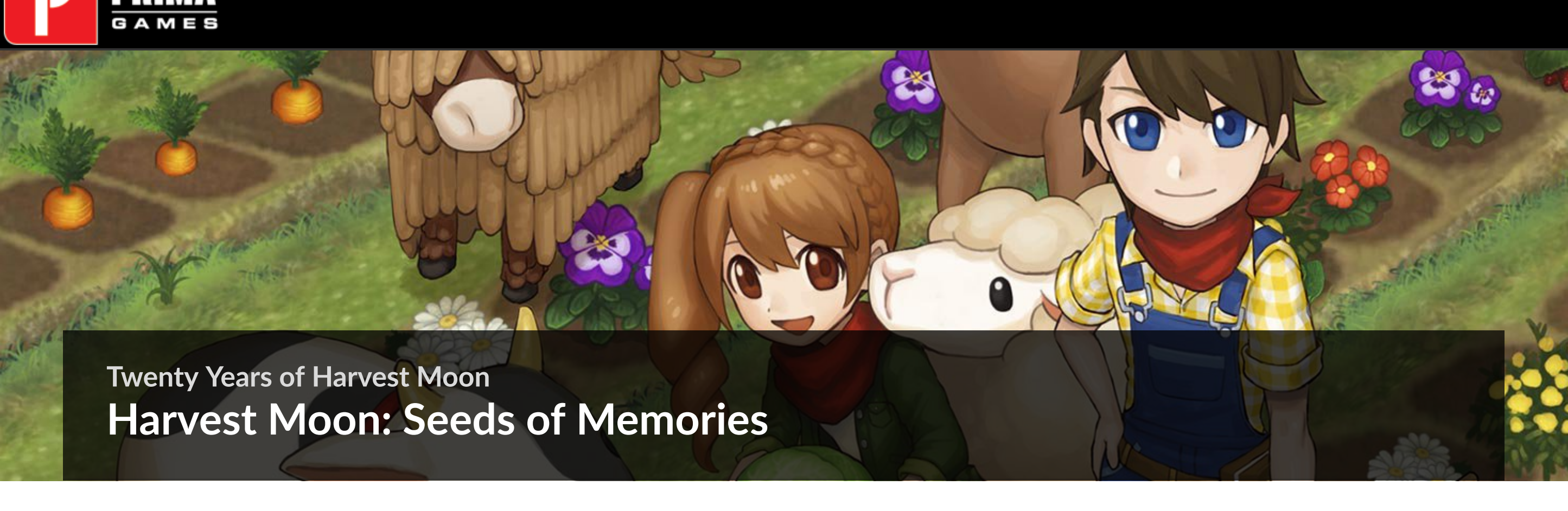

Fertilizer 44
Tue Spring 2
2:52 PM Year 6
100000G


Sun Summer 9
12:54 PM Year 2
53064G


No Animal Feed
Wed Fall 20
10:38 AM Year 1
11139G

## Fun Facts

- Players could use a Harvest Sprite Whistle to teleport back to their farm from anywhere on the map.
- Many of the characters and each of the six Harvest Sprites that feature so heavily in *Harvest Moon*: *Light of Hope* made their first appearance in *The LostValley*.
- The goal of the game was to restore spring, summer, and fall to a land where winter reigned eternal. This was the first time that crops could be feasibly planted in any season.
- The townsfolk made requests of the player that, in turn, often unlocked new recipes, items, and seeds. This was a key way to access crop-specific Fertilizer needed for mutations.
- Crops had both "great" variants and mutated forms. Players could sell these mutations to Sam in order to unlock the mutated seeds.



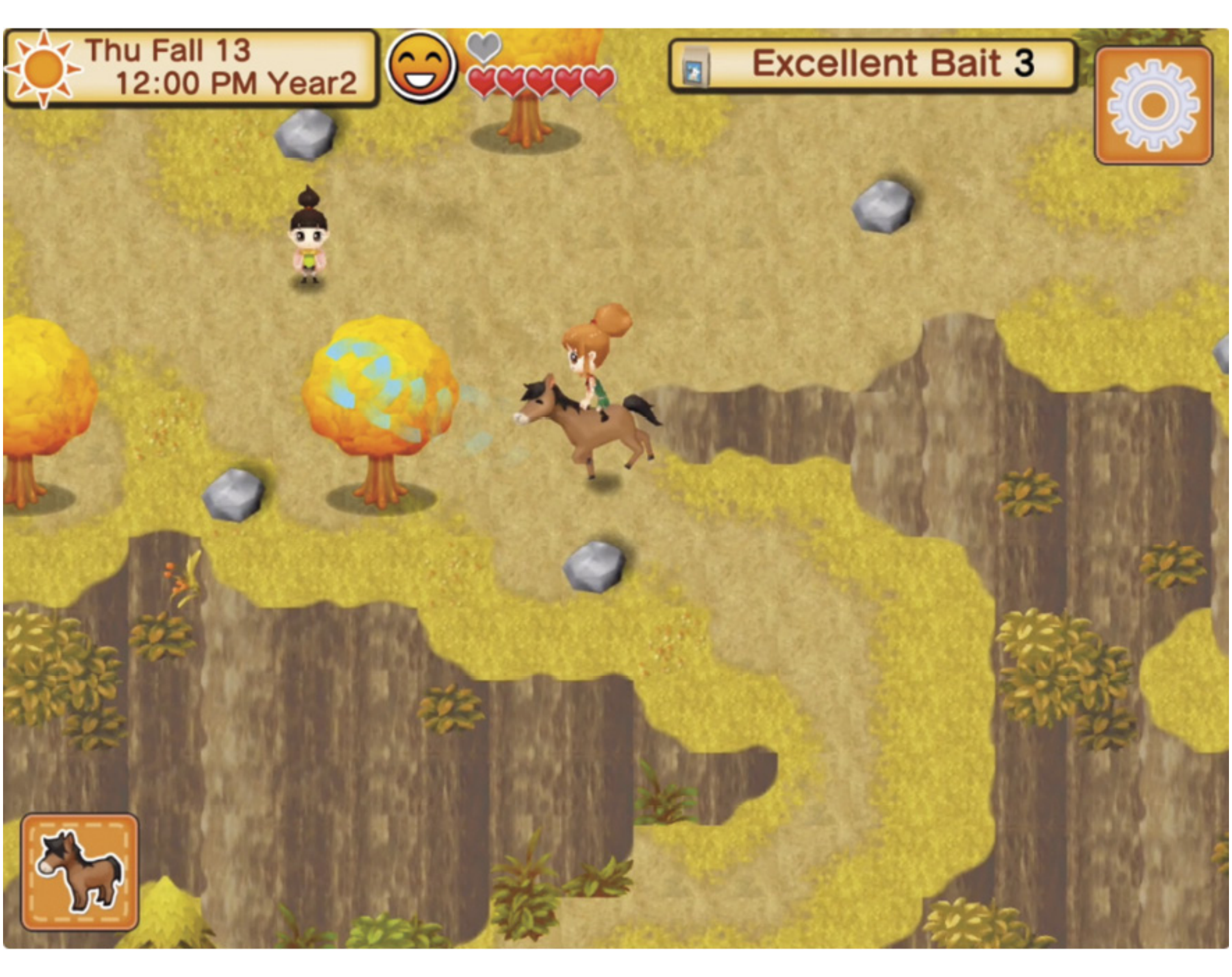
Twenty Years of Harvest Moon

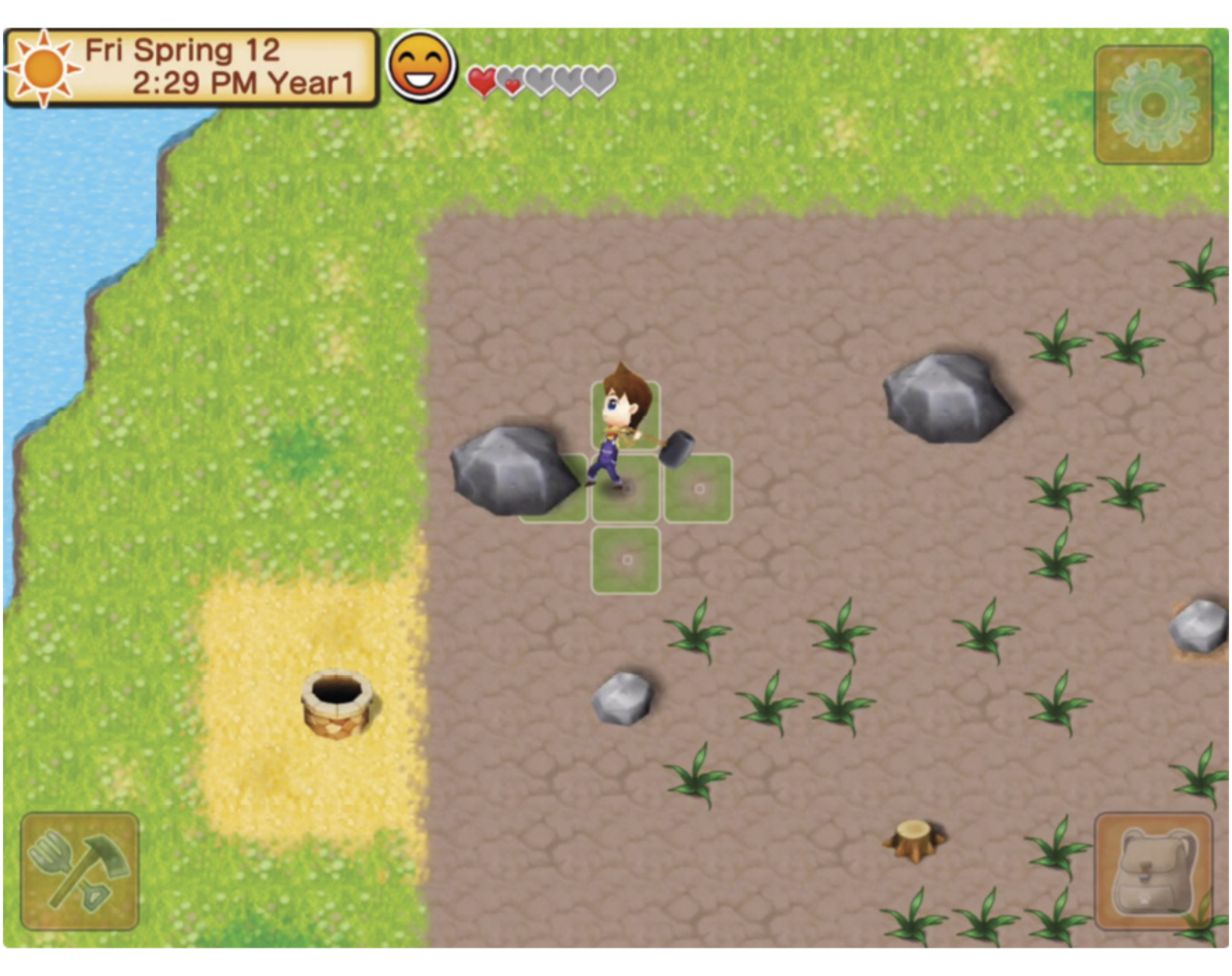
# Harvest Moon: Seeds of Memories

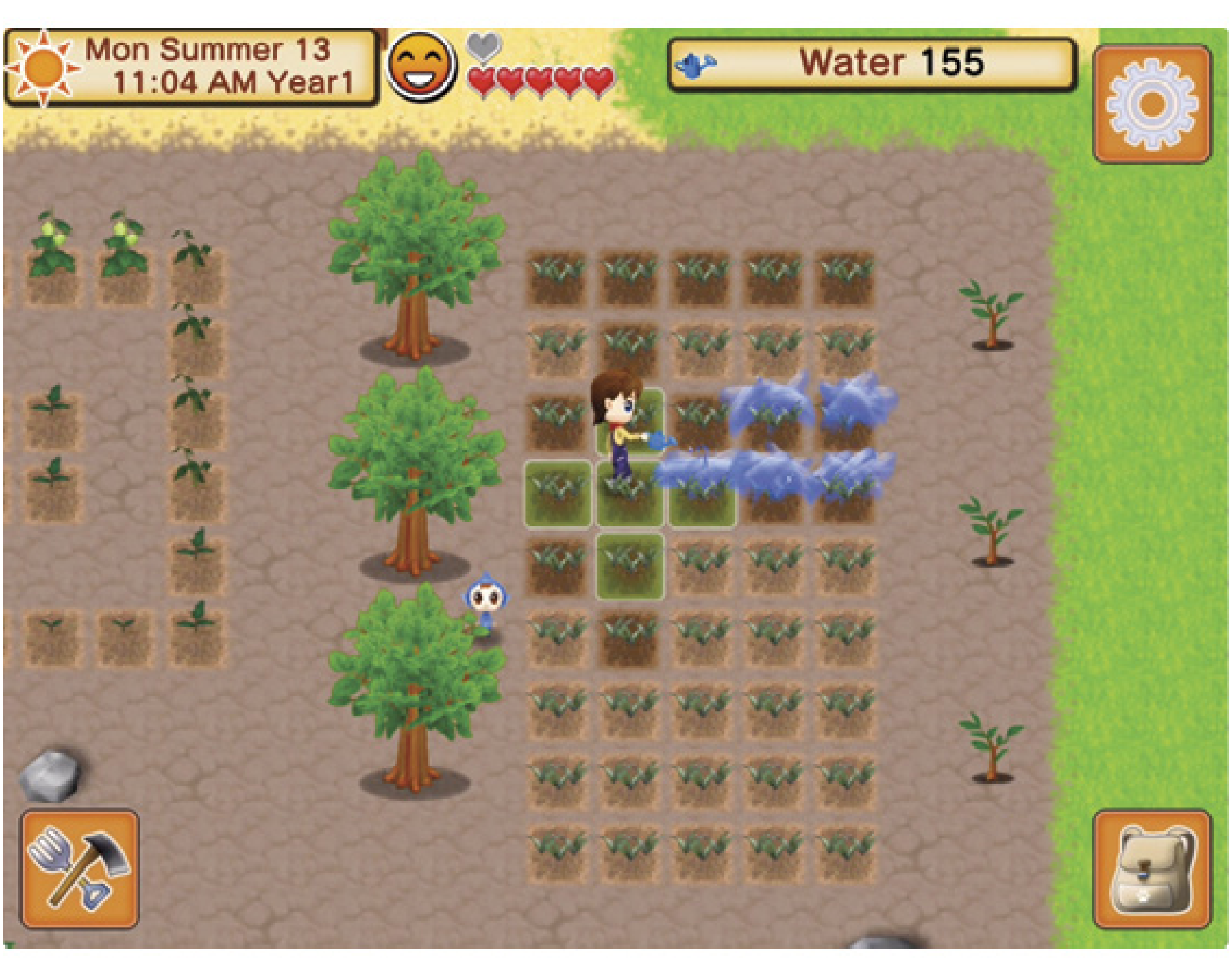
## Release Dates

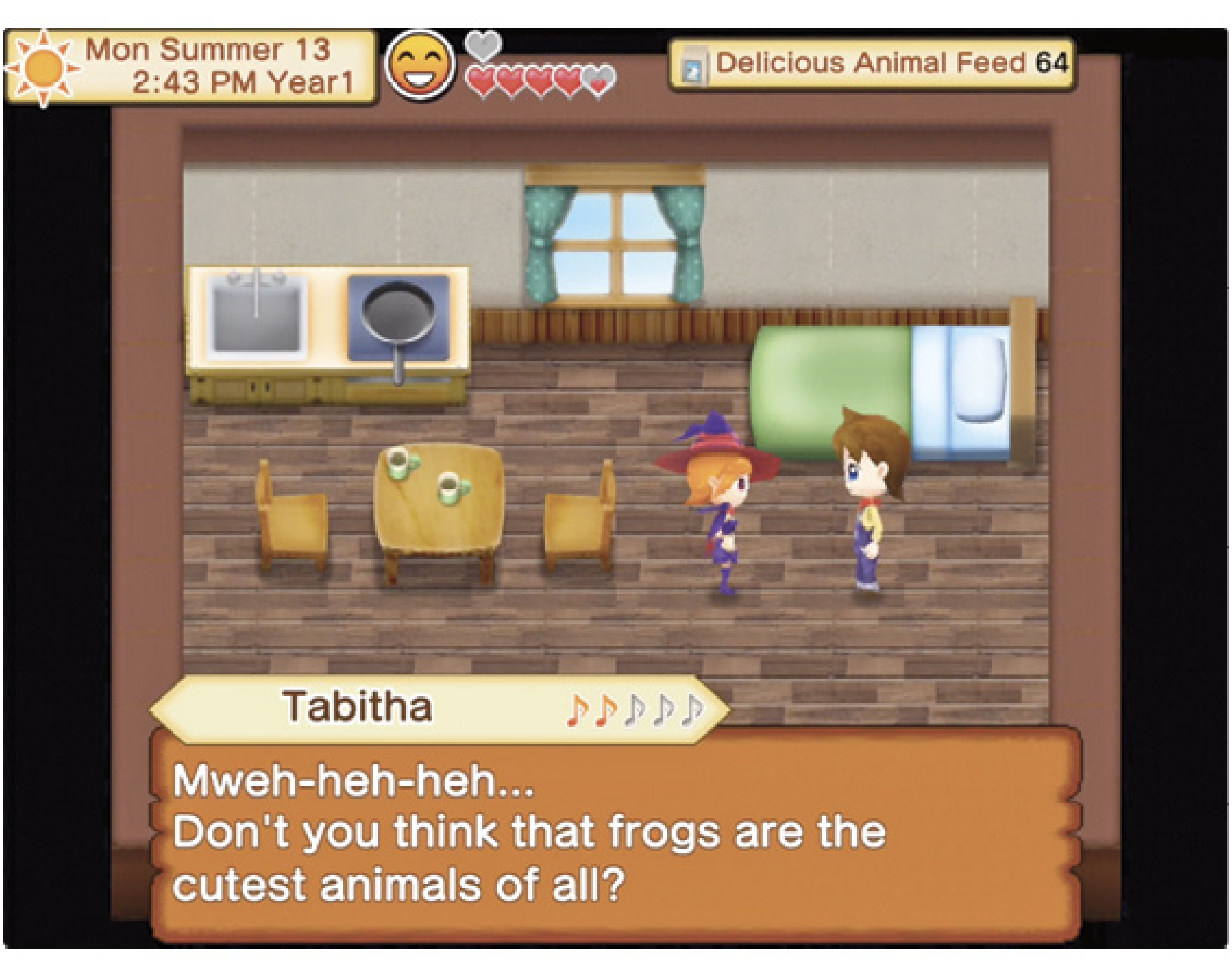
| Platform | North America | Europe |
|---|---|---|
| iOS | January 13, 2016 | January 13, 2016 |
| Android | April 18, 2016 | April 18, 2016 |

The first game in the series to make its way to mobile devices, *Harvest Moon: Seeds of Memories* tasked the player with restoring an old farm in an effort to recover the Seeds of Memories needed to help the villagers remember their past. In total, there were 150 different memories to be found and celebrated, thus restoring the memories of the friendships and experiences once held.

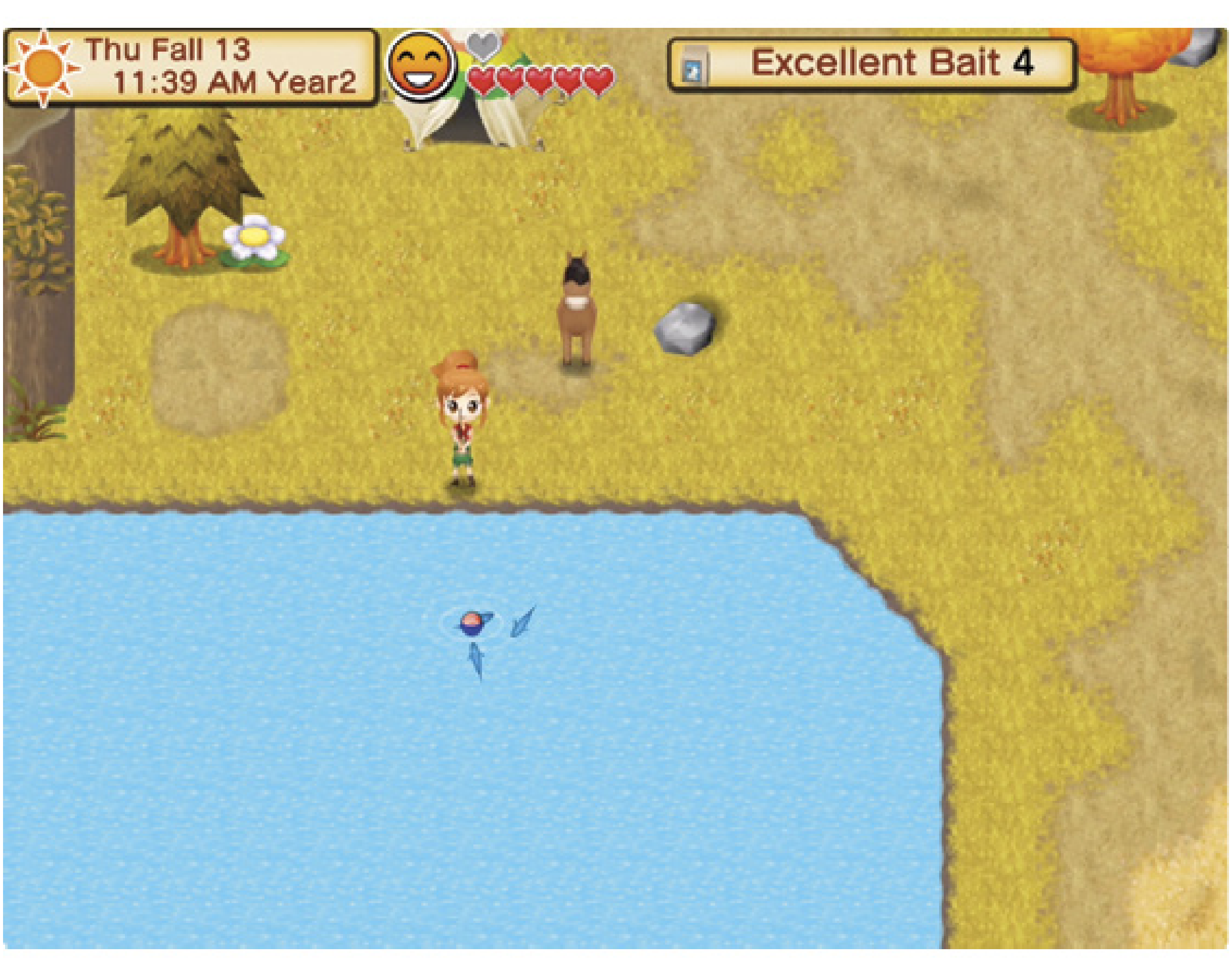

Thu Fall 13
12:00 PM Year2
Excellent Bait 3


Fri Spring 12
2:29 PM Year1

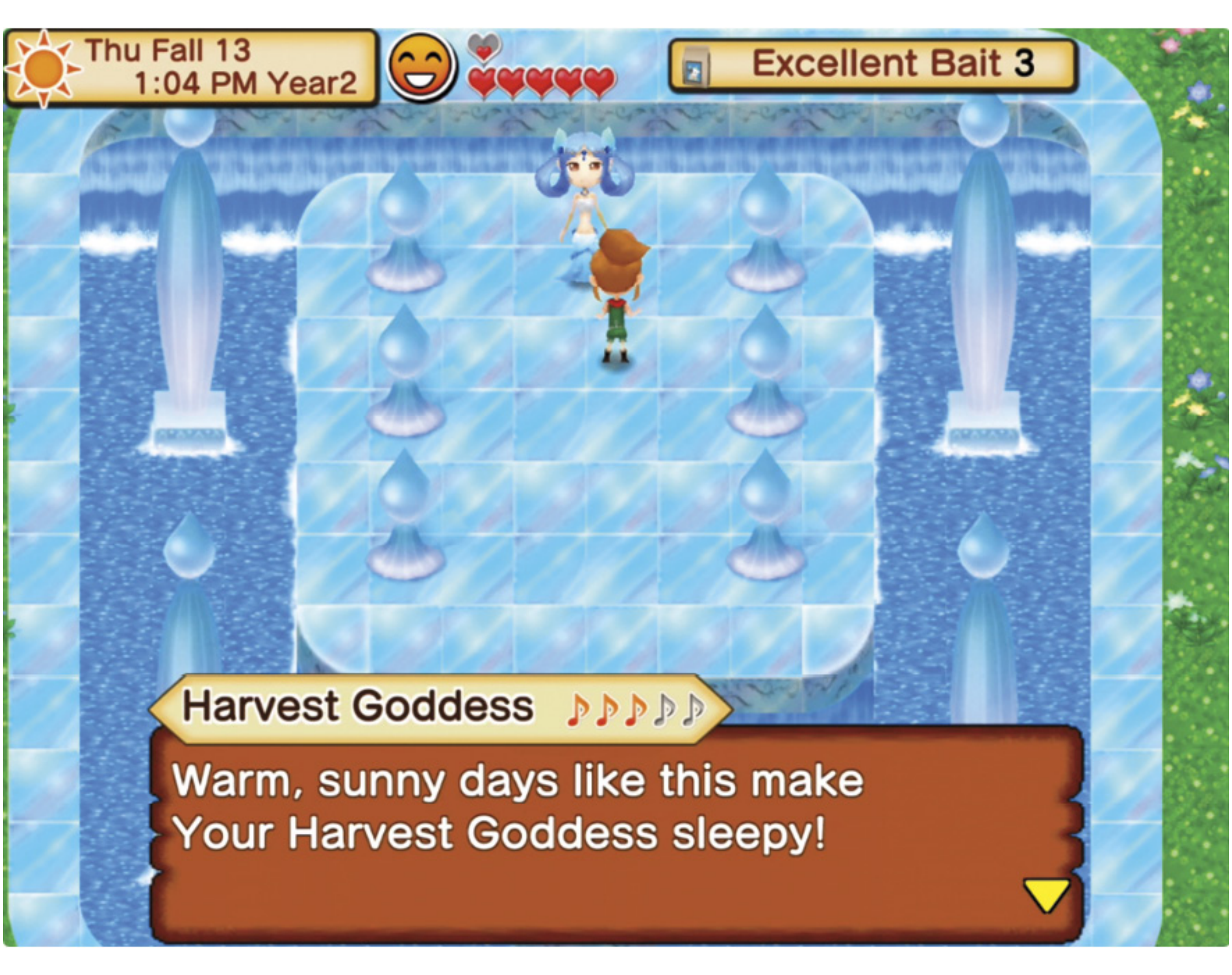

Mon Summer 13
11:04 AM Year1
Water 155


Mon Summer 13
2:43 PM Year1
Delicious Animal Feed 64
Tabitha

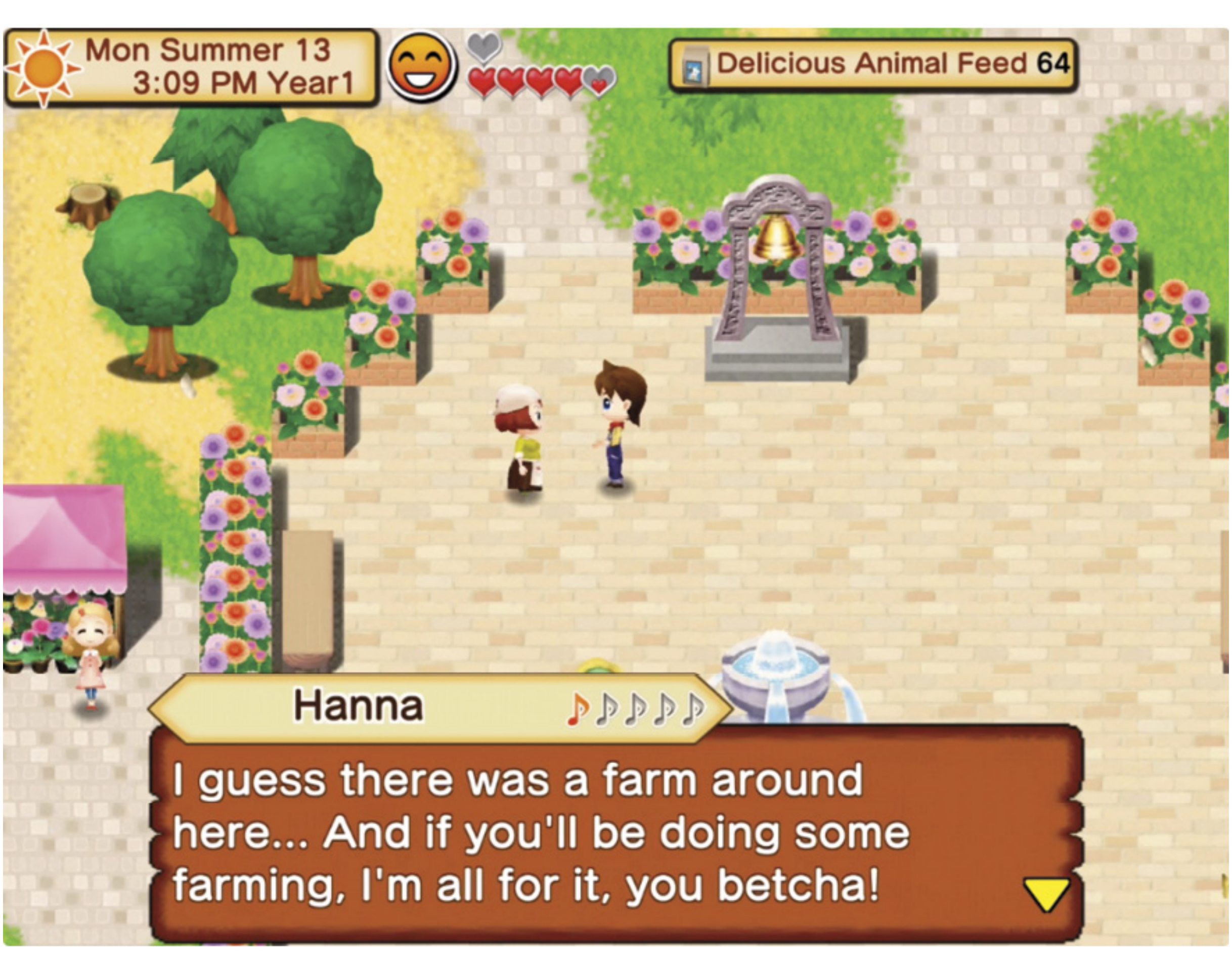
Mweh-heh-heh...
Don't you think that frogs are the cutest animals of all?


Thu Fall 13
11:39 AM Year2
Excellent Bait 4

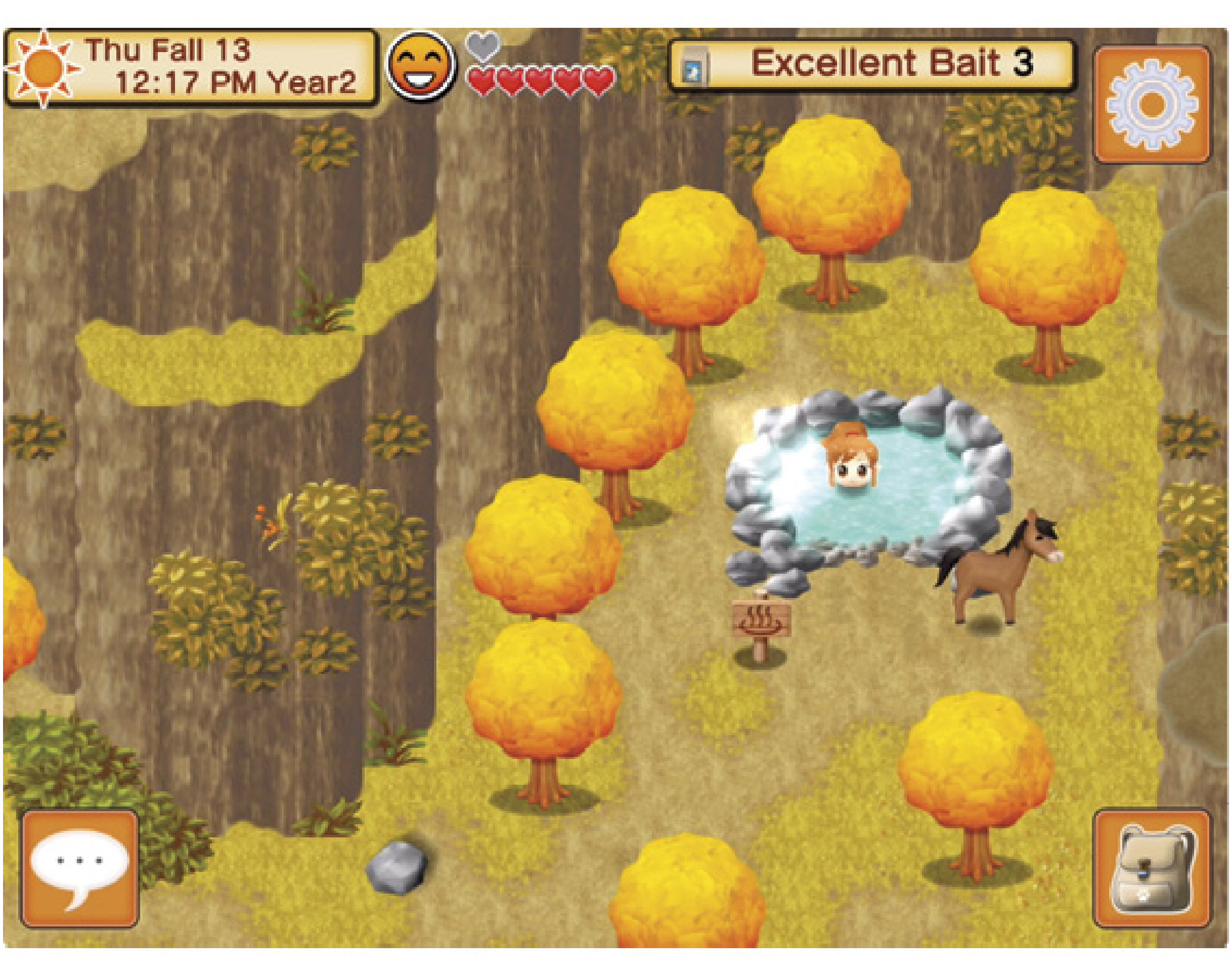
Borrowing the context-sensitive design of the prior game in the series, *Harvest Moon: Seeds of Memories* kept the design streamlined for play on mobile devices. Similarly, several of the villagers from the The Lost Valley migrated to Chestnut Town, as did three of the Harvest Sprites. Players could befriend a stray bobcat and make it a pet, purchase recipes, farm, mine, and get married. The game allowed for two children to be born after marriage, thus ensuring the endgame contained a robust family experience.

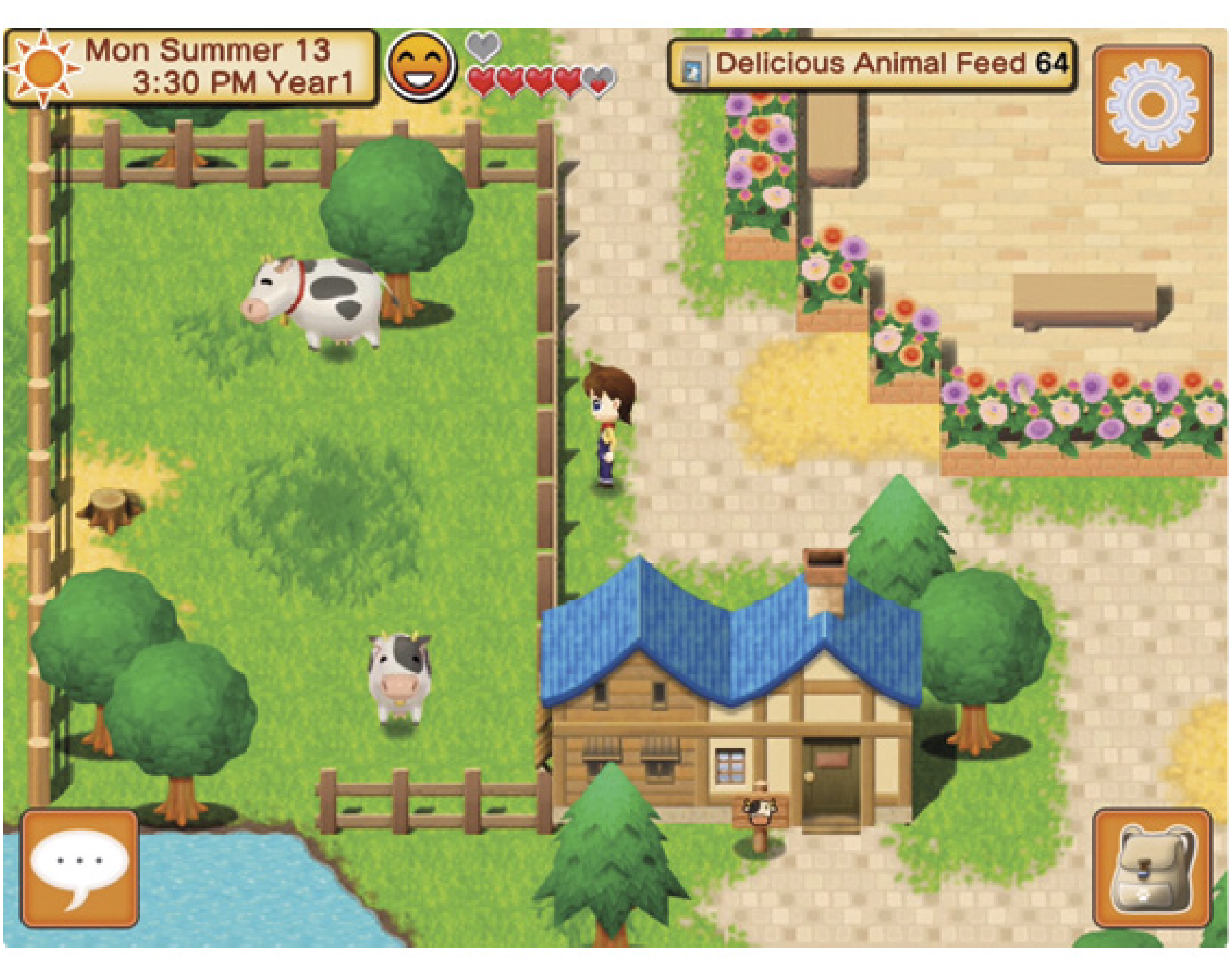

Thu Fall 13
1:04 PM Year2
Excellent Bait 3
Harvest Goddess

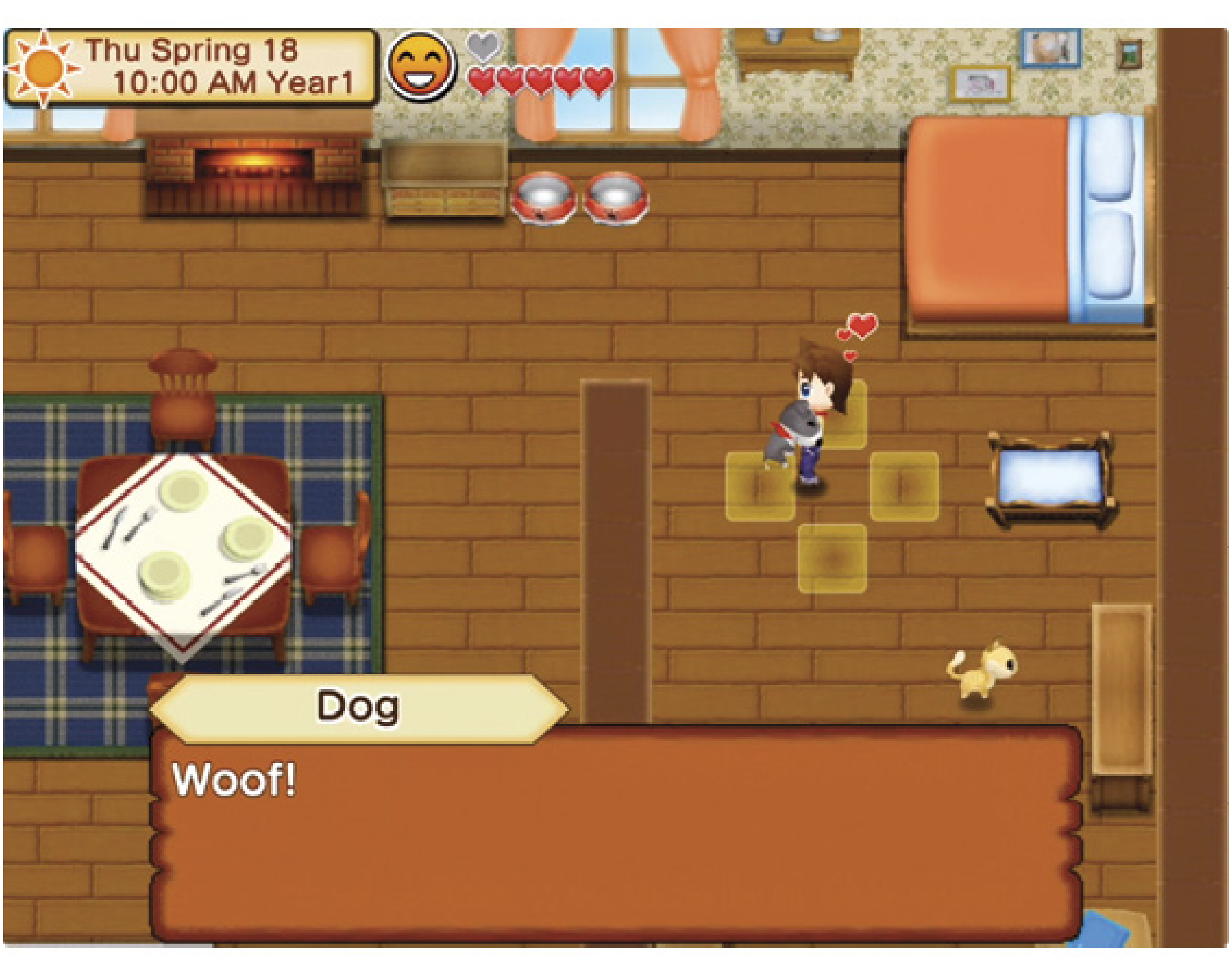
Warm, sunny days like this make Your Harvest Goddess sleepy!


Mon Summer 13
3:09 PM Year1
Delicious Animal Feed 64
Hanna

I guess there was a farm around here... And if you'll be doing some farming, I'm all for it, you betcha!

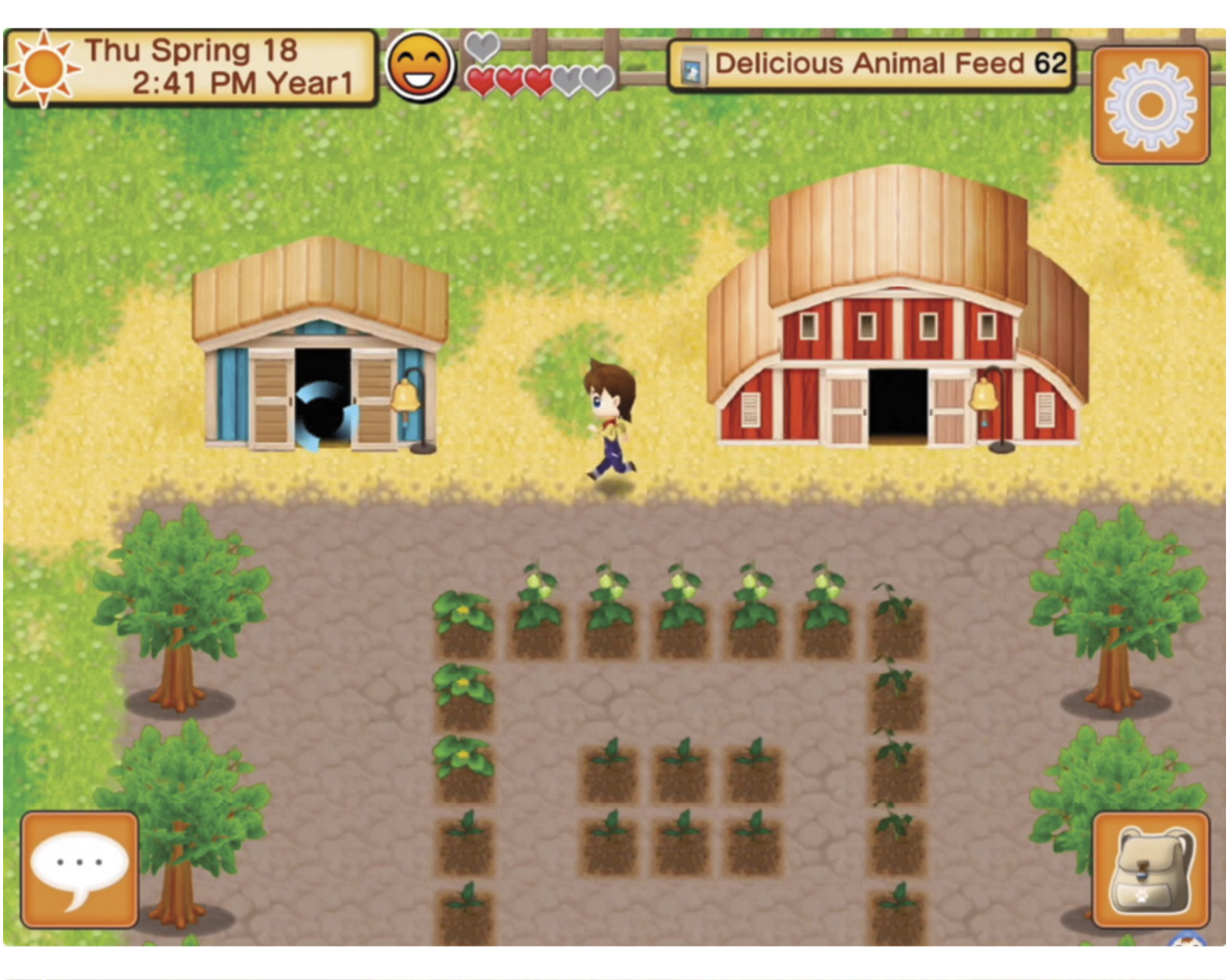

Thu Fall 13
12:17 PM Year2
Excellent Bait 3

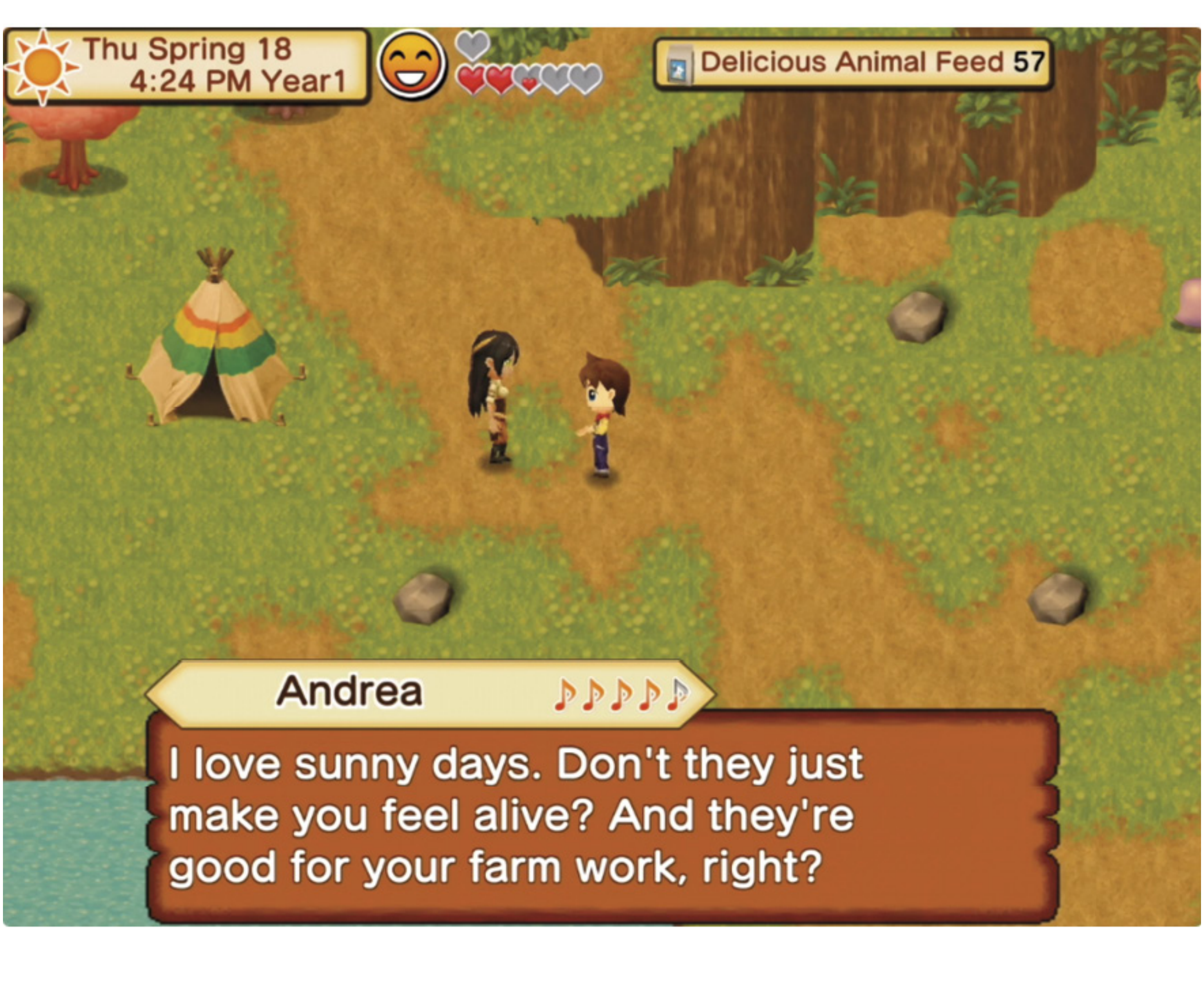

Mon Summer 13
3:30 PM Year1
Delicious Animal Feed 64


Thu Spring 18
10:00 AM Year1
Dog

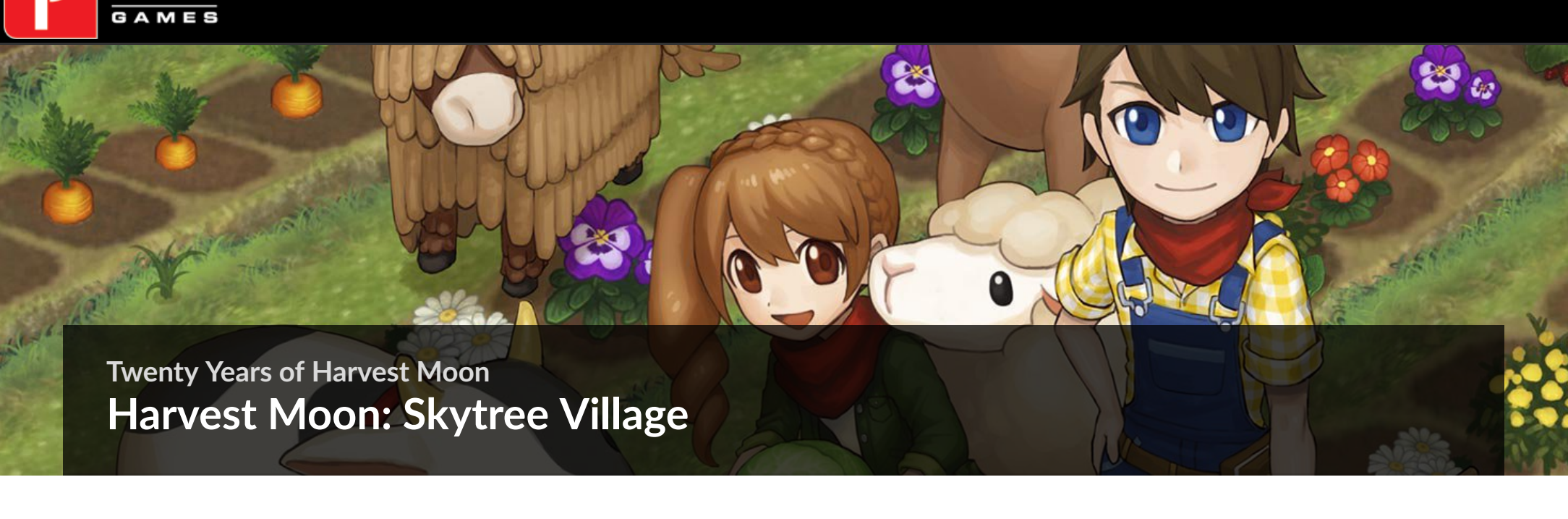
Woof!

Designed specifically for mobile devices, which generally means shorter periods of play, *Harvest Moon: Seeds of Memories* featured a faster clock and quicker progression cycle than most games in the series. Players could quickly accumulate a number of seeds to plant and the requisite tools to go fishing and mining, and begin raising their first livestock in little time. The abundance of festivals, bachelor/bachelorette candidates, and crop mutations combined to keep players coming back every chance they got.


Thu Spring 18
2:41 PM Year1
Delicious Animal Feed 62


Thu Spring 18
4:24 PM Year1
Delicious Animal Feed 57
Andrea

I love sunny days. Don't they just make you feel alive? And they're good for your farm work, right?



Twenty Years of Harvest Moon

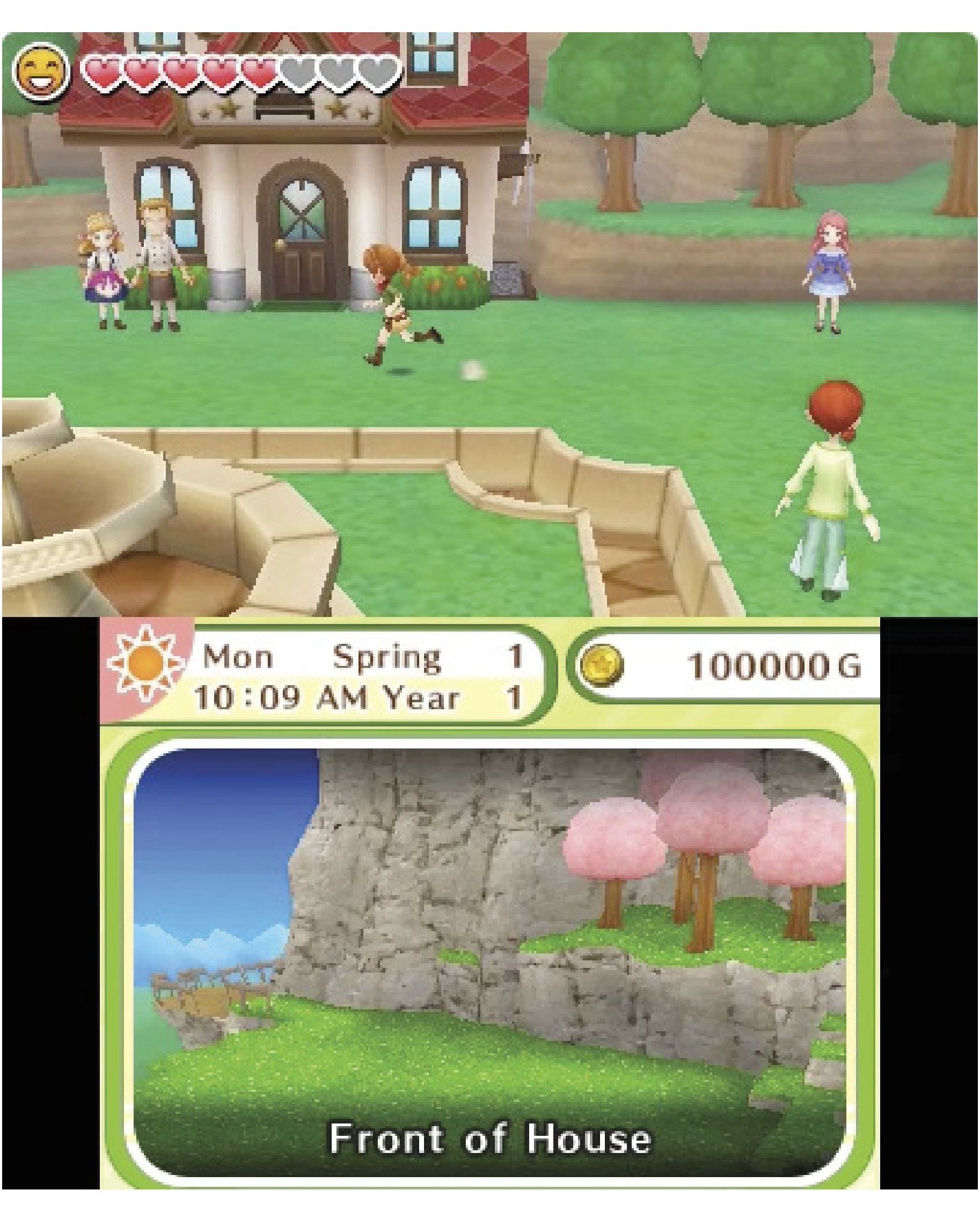
# Harvest Moon: Skytree Village

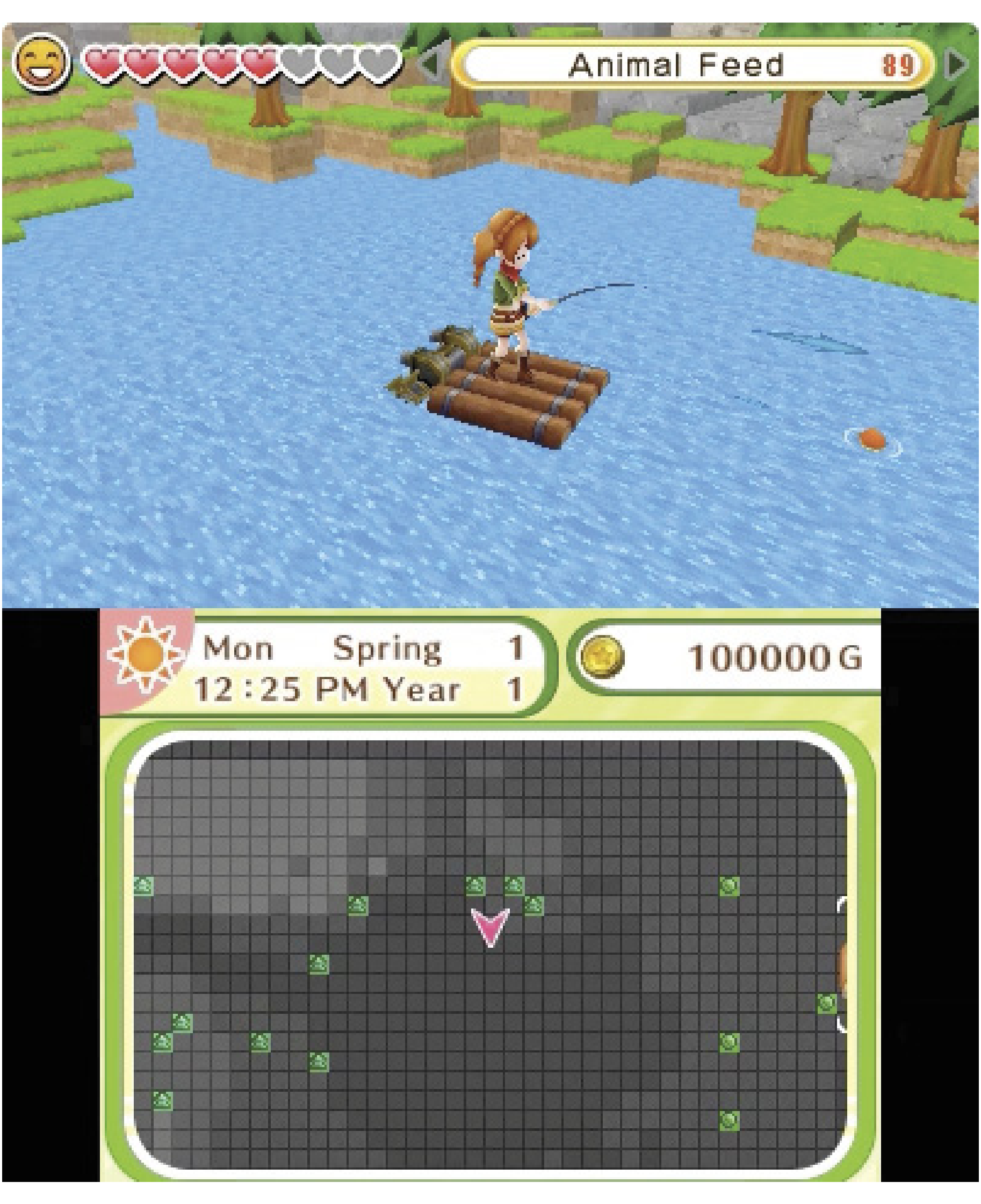
HARVEST MOON
Skytree Village

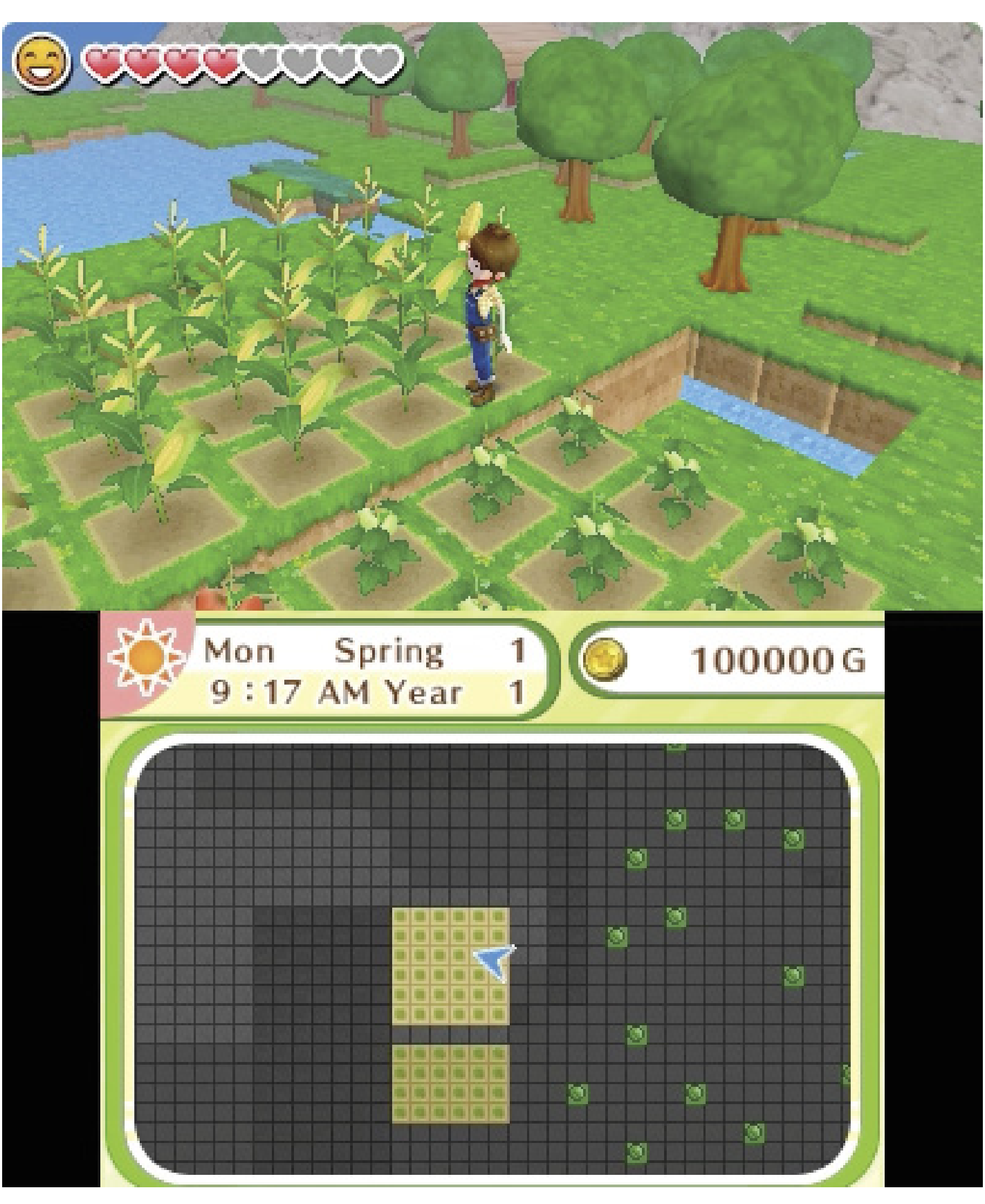
HARVEST MOON
Skytree Village
NINTENDO 3DS
EVERYONE
Playable in 2D and 3D. 3D mode for ages 7+. See back.
NATSUME

## Release Dates

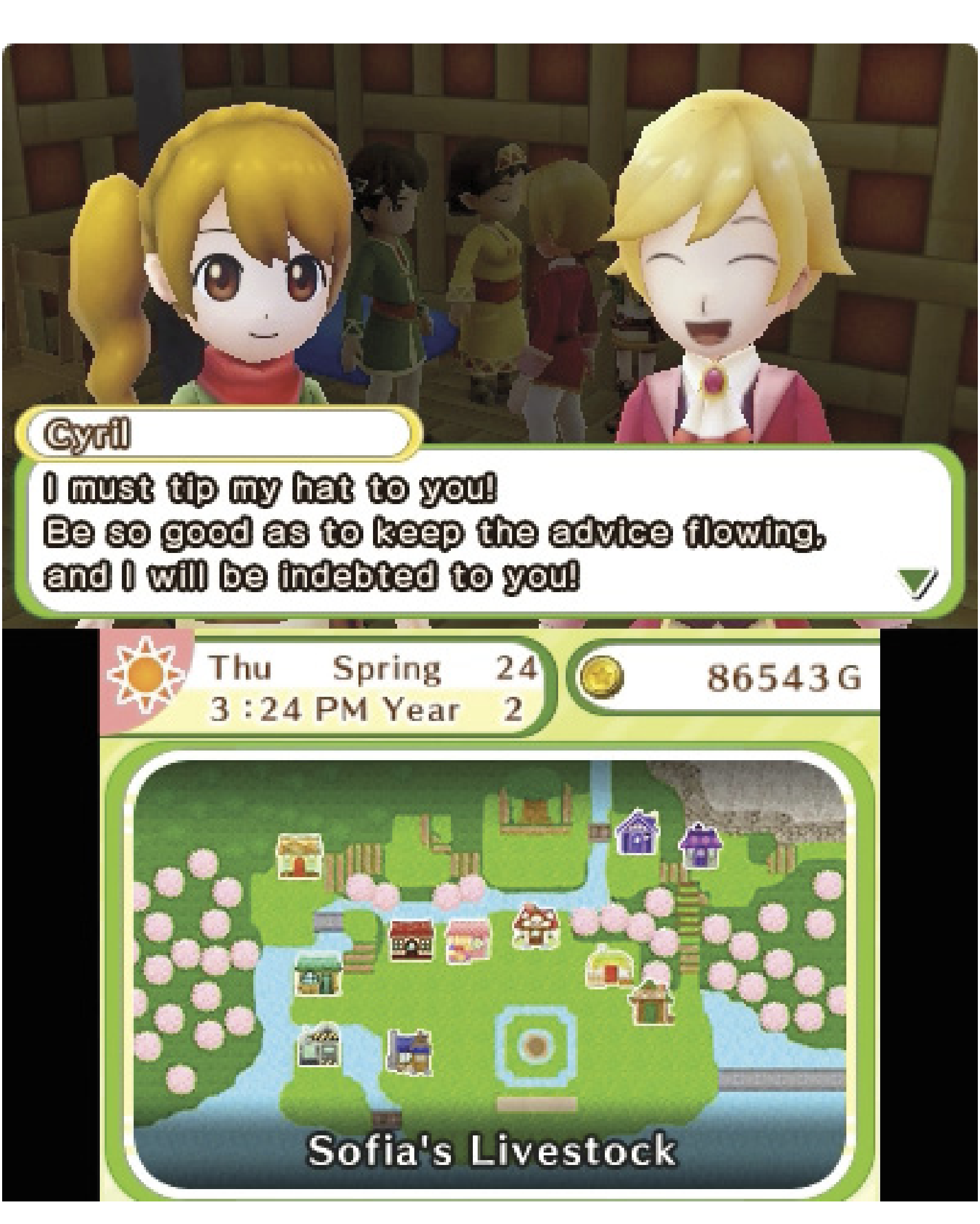
| Platform | North America | Europe |
|---|---|---|
| 3DS | November 8, 2016 | June 2, 2017 |


Mon Spring 1
10 : 09 AM Year 1
100000 G
Front of House


Animal Feed 89
Mon Spring 1
12 : 25 PM Year 1
100000 G


Mon Spring 1
9 : 17 AM Year 1
100000 G

Set in the Oasis of the Harvest Goddess, *Harvest Moon: Skytree Village* built upon many of the features introduced in *Harvest Moon: The Lost Valley*. Terraforming, crop mutations, and context-sensitive tools all return alongside a new location and story.



**Cyril**
I must tip my hat to you!
Be so good as to keep the advice flowing, and I will be indebted to you!

Thu Spring 24
3 : 24 PM Year 2
86543 G
Sofia's Livestock

Thu Spring 24
3 : 24 PM Year 2
86543 G

**Dean**
I was torn between that and the classic red rose, but...a tulip is more my style, wouldn't you agree?

Tue Spring 22
2 : 37 PM Year 2
86543 G
Skytree Village

Upon stumbling across the Oasis of the Harvest Goddess, the player was told that the landscape was once lush and fertile, and home to a thriving town. But when the Harvest Goddess lost her powers and the Skytrees wilted, the people moved away and the land dried up. Now it was up to the player to revive the Skytrees by showing how much they cared.

**Elise**
Ah, thank you! I am bursting with joy!
Sit, please! I have confidence in this cuisine I made, oh yes!

Wed Spring 23
11 : 00 AM Year 2
86543 G
Bastian's Inn

Wed Spring 23
11 : 00 AM Year 2
86543 G
Bastian's Inn

**Doc**
For my new invention, I need 1 material stone and 3 softwood lumber.

Mon Winter 9
3 : 37 PM Year 1
9551 G
Doc's House

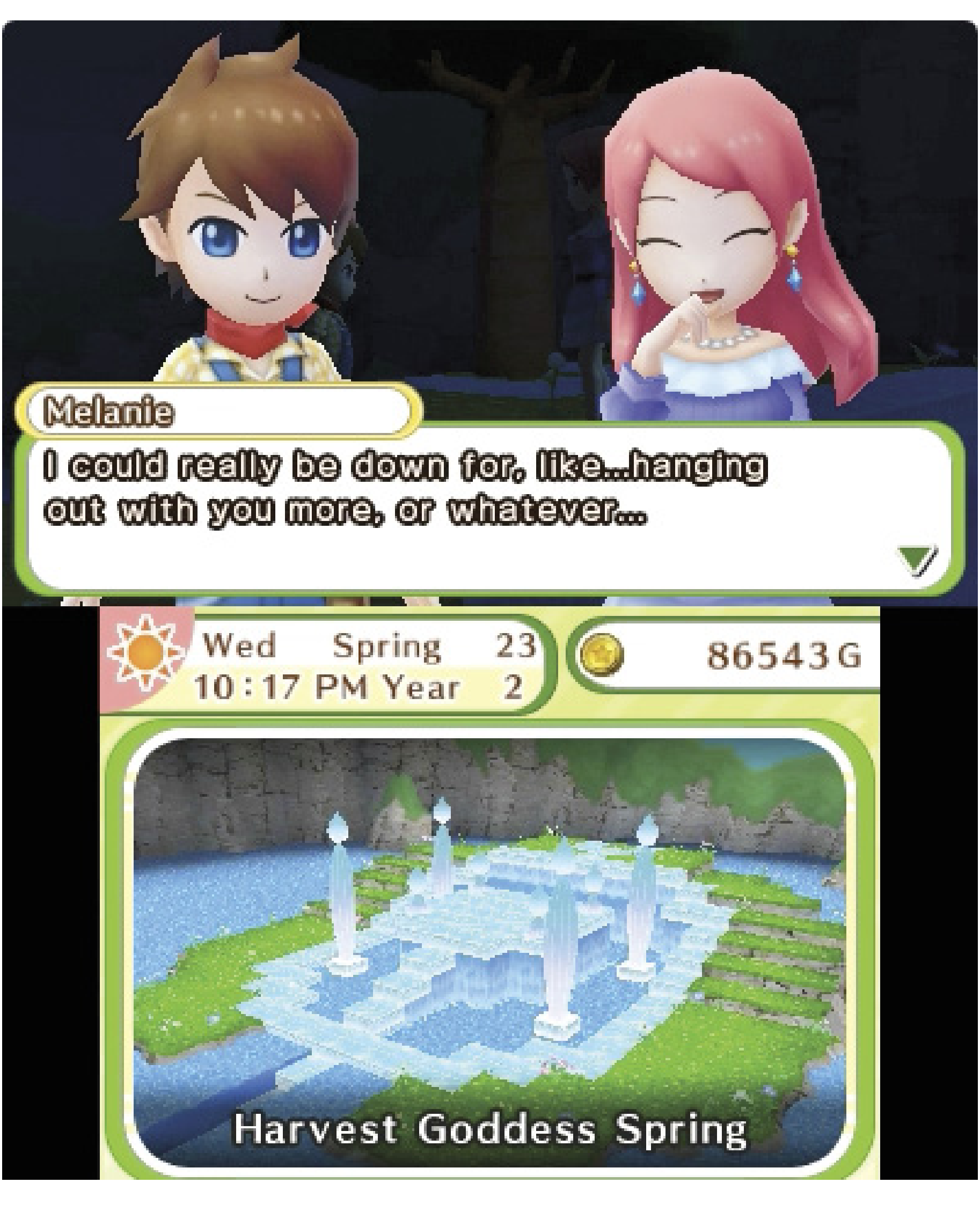
Filled with hundreds of crop mutations, and dozens of animal feed and bait varieties that could be made at the mill, *Harvest Moon: Skytree Village* had one of the most expansive farming systems of any game in the franchise. Fortunately, players were able to use the terraforming abilities introduced earlier and bend the land to their will, thus ensuring there was always plenty of room to till. And good thing too, as the storms that raged across the Oasis of the Harvest Goddess were among the most damaging of any game in the franchise, capable of wiping out entire harvests.

**Jeanne**
D-Don't make a big deal of it, please!
It's merely the fact that you are...
That I...

Wed Spring 23
12 : 17 PM Year 2
86543 G
Skytree Village

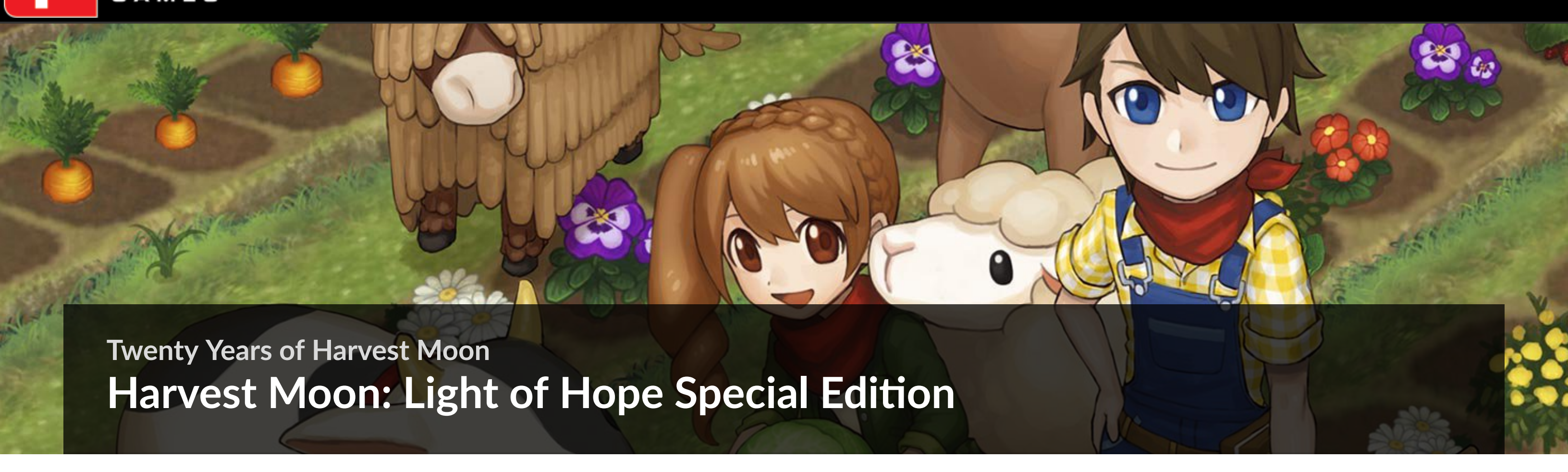
**Jeanne**
Melanie is so attractive... Have you noticed?
She is tall, slender, and stylish...
All the things I wish I was...

Wed Spring 23
12 : 17 PM Year 2
86543 G
Skytree Village



**Melanie**
I could really be down for, like...hanging out with you more, or whatever...

Wed Spring 23
10 : 17 PM Year 2
86543 G
Harvest Goddess Spring



Twenty Years of Harvest Moon

# Harvest Moon: Light of Hope Special Edition

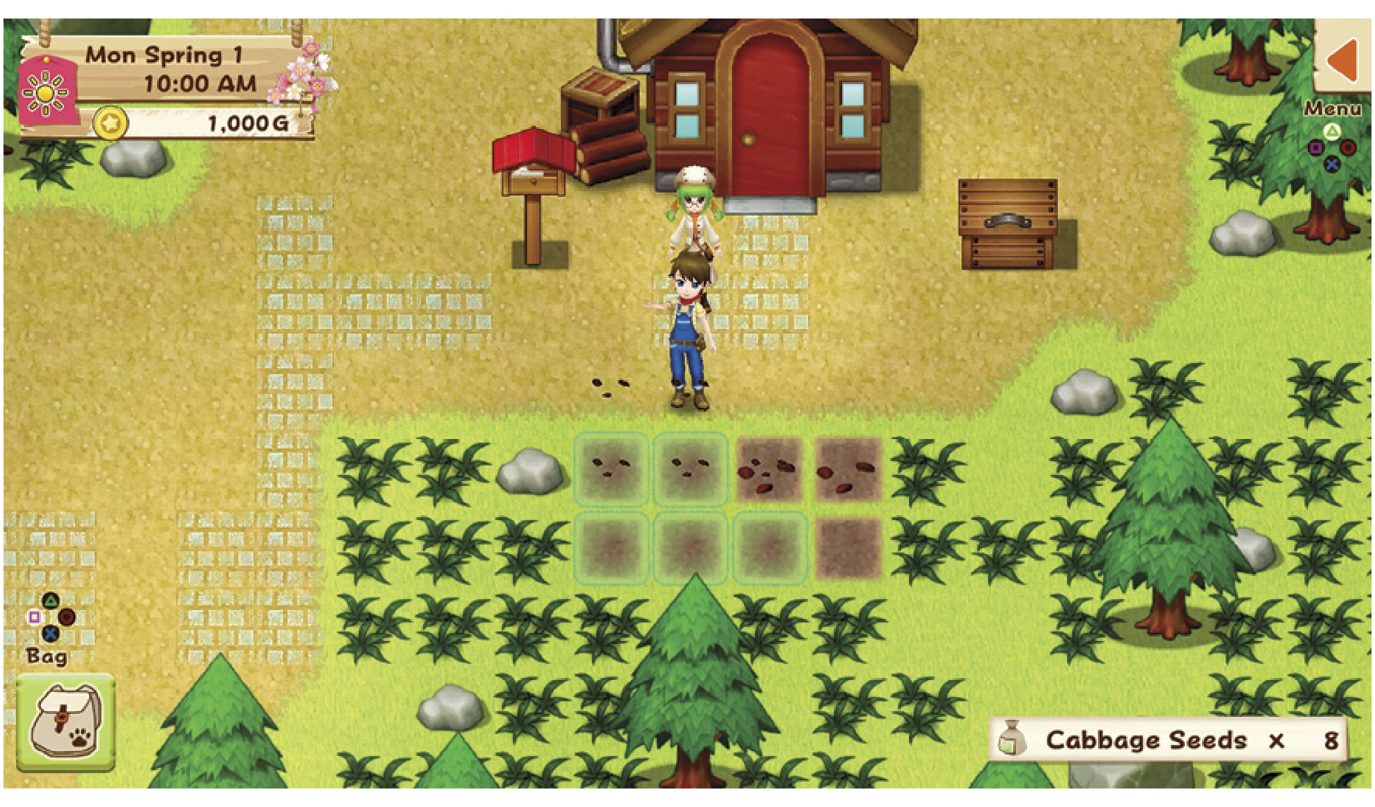
HARVEST MOON
SPECIAL EDITION
Light of Hope

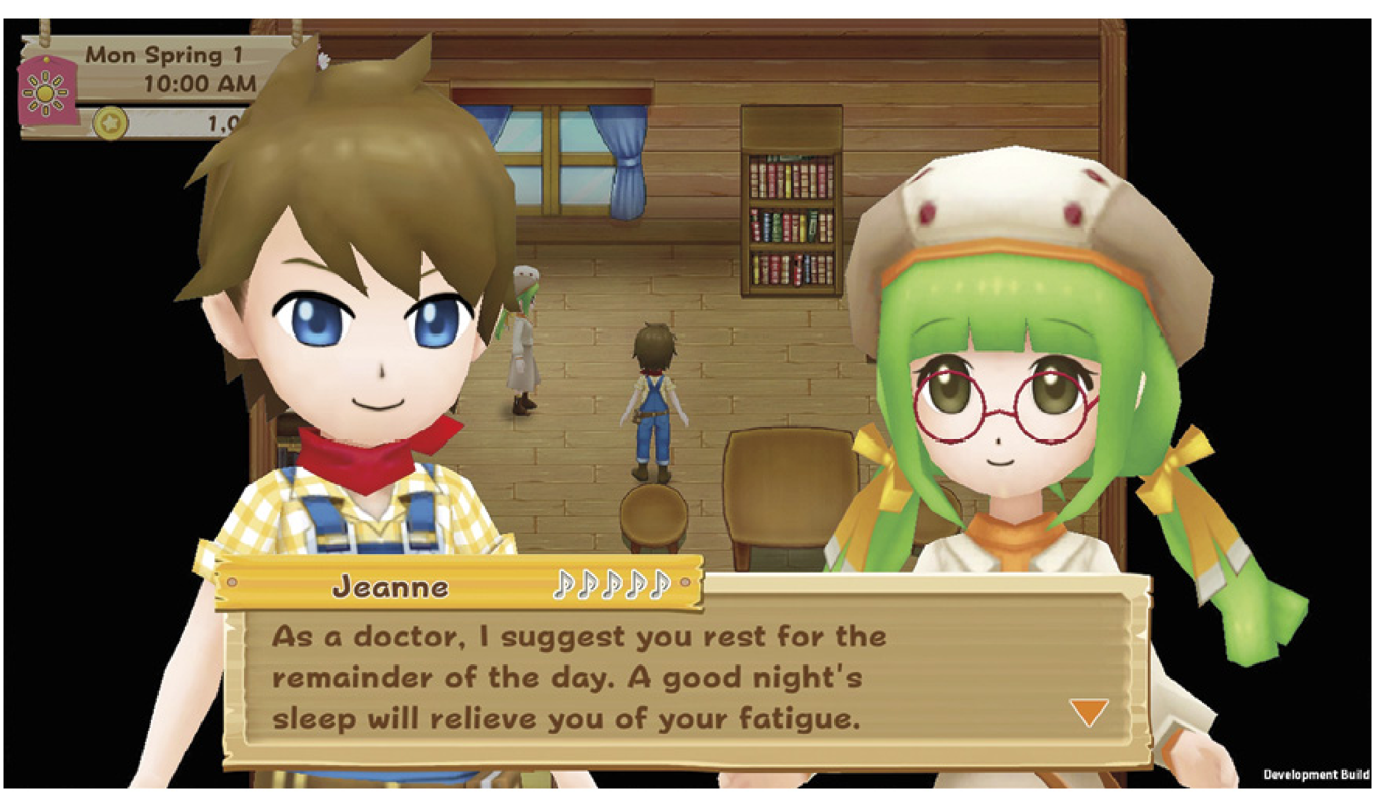
PS4
HARVEST MOON
SPECIAL EDITION
Light of Hope
EVERYONE
ENFANTS et ADULTES
E
ESRB
NATSUME
Serious Fun

NINTENDO SWITCH
HARVEST MOON
SPECIAL EDITION
Light of Hope
EVERYONE
ENFANTS et ADULTES
E
ESRB
NATSUME
Serious Fun

### Release Dates

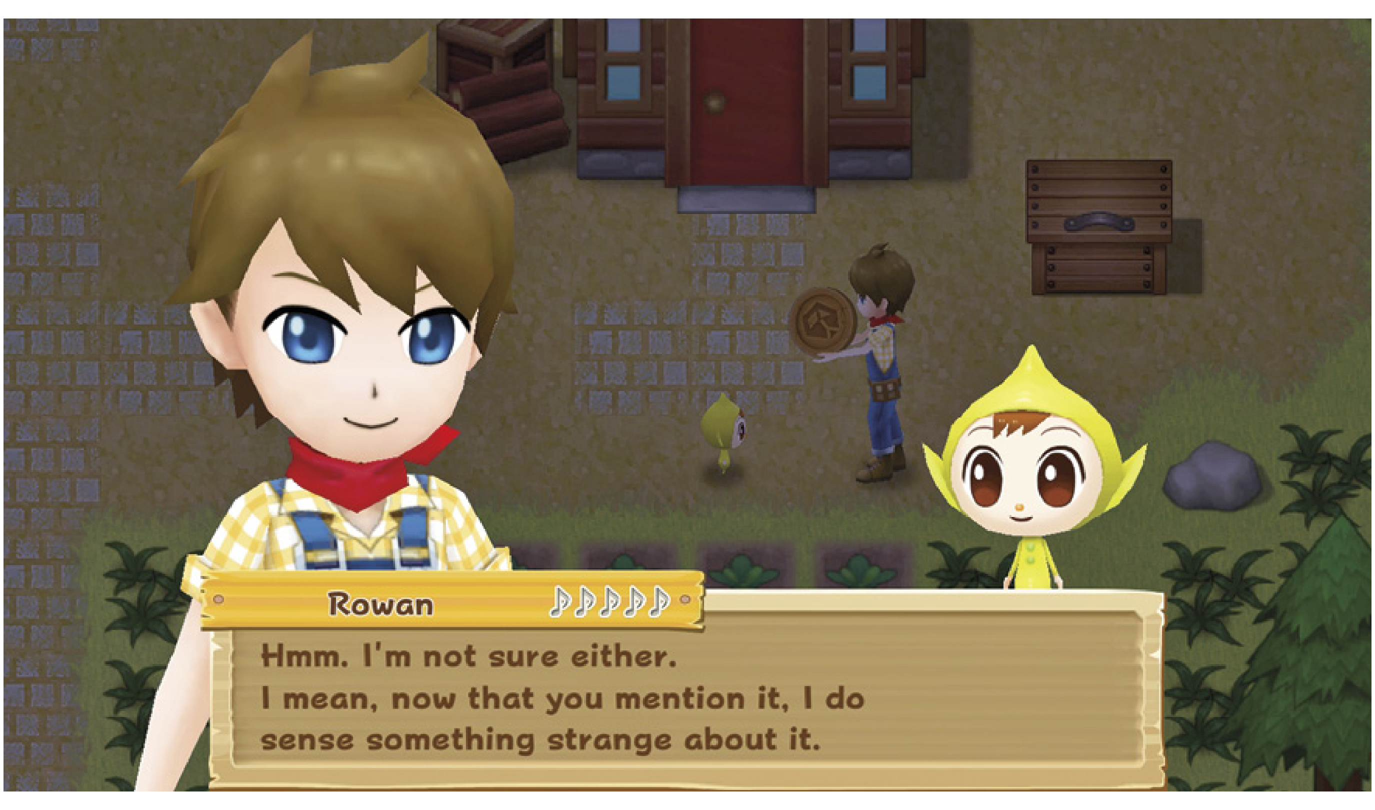
| Platform | North America | Europe |
|---|---|---|
| PC | November 14, 2017 | November 14, 2017 |
| PS4, Switch | May 29, 2018 | June 22, 2018 |


Mon Spring 1
10:00 AM
1,000 G
Menu
Bag
Cabbage Seeds × 8

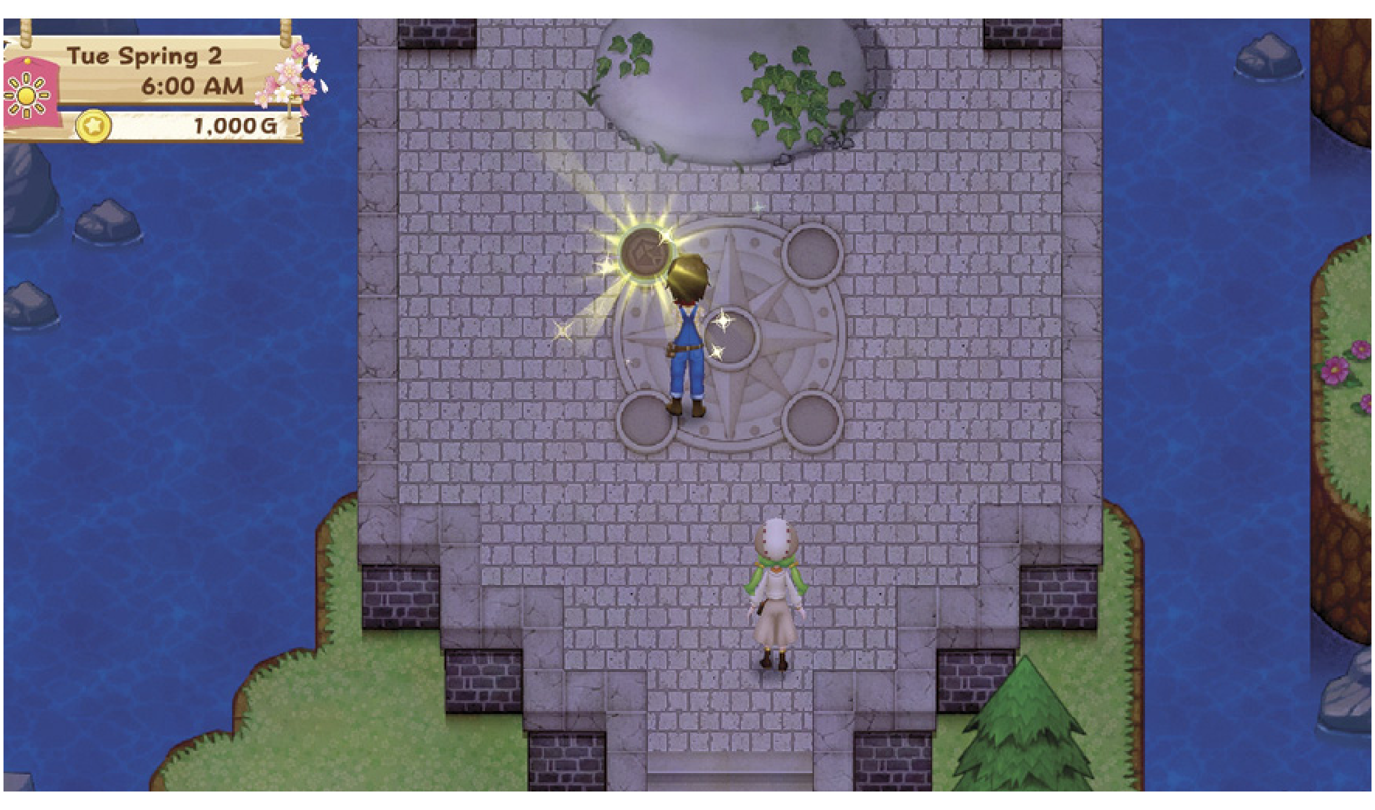

Mon Spring 1
10:00 AM
Jeanne
Development Build

As a doctor, I suggest you rest for the remainder of the day. A good night's sleep will relieve you of your fatigue.

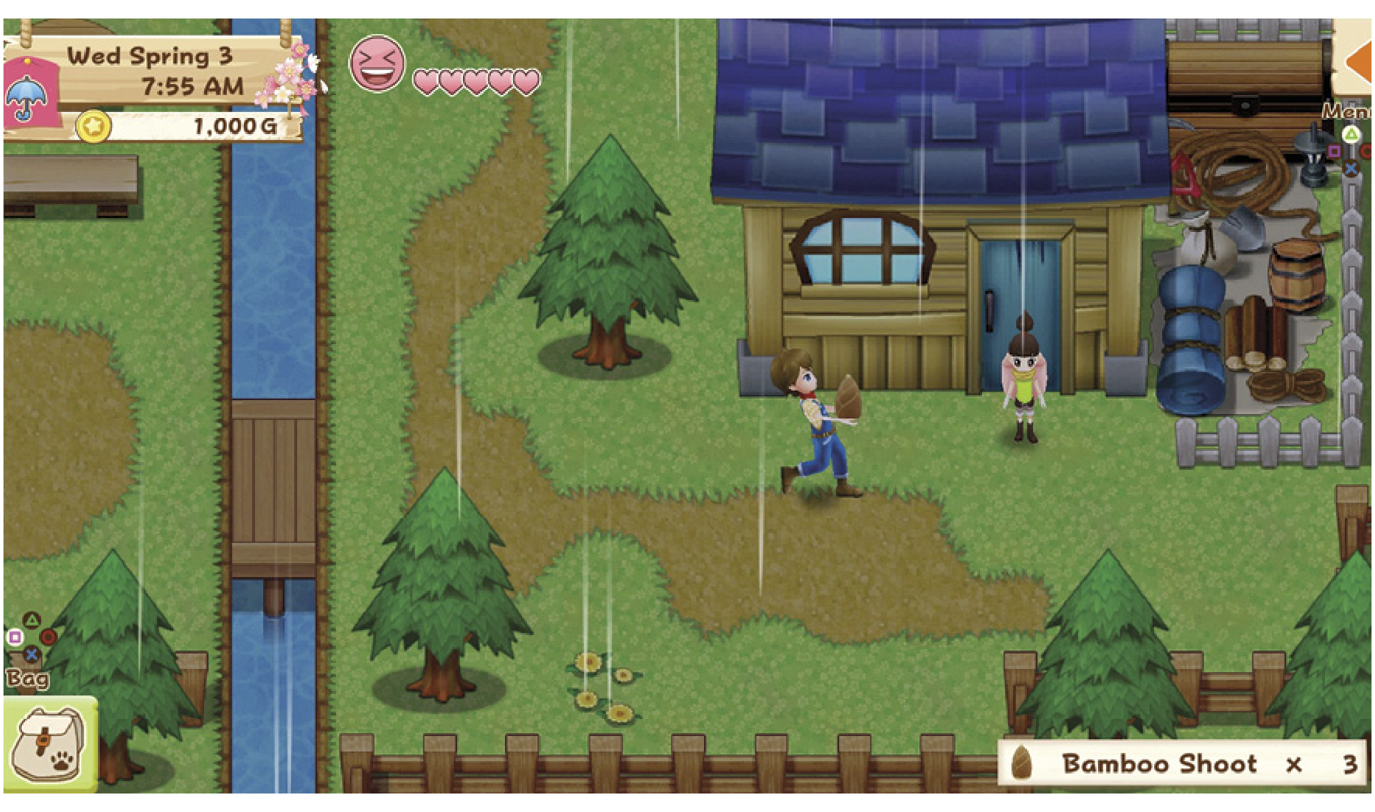
Which brings us to here, *Harvest Moon*: *Light of Hope*. Originally released for the PC in the winter of 2017, the game received a Special Edition treatment for its console debut in May 2018. This installment contains the same cast of memorable characters from *Harvest Moon: Skytree Village* but brings them to an entirely new location called Beacon Town, where a lighthouse has gone out, the villagers have left, and the Harvest Goddess is in trouble.

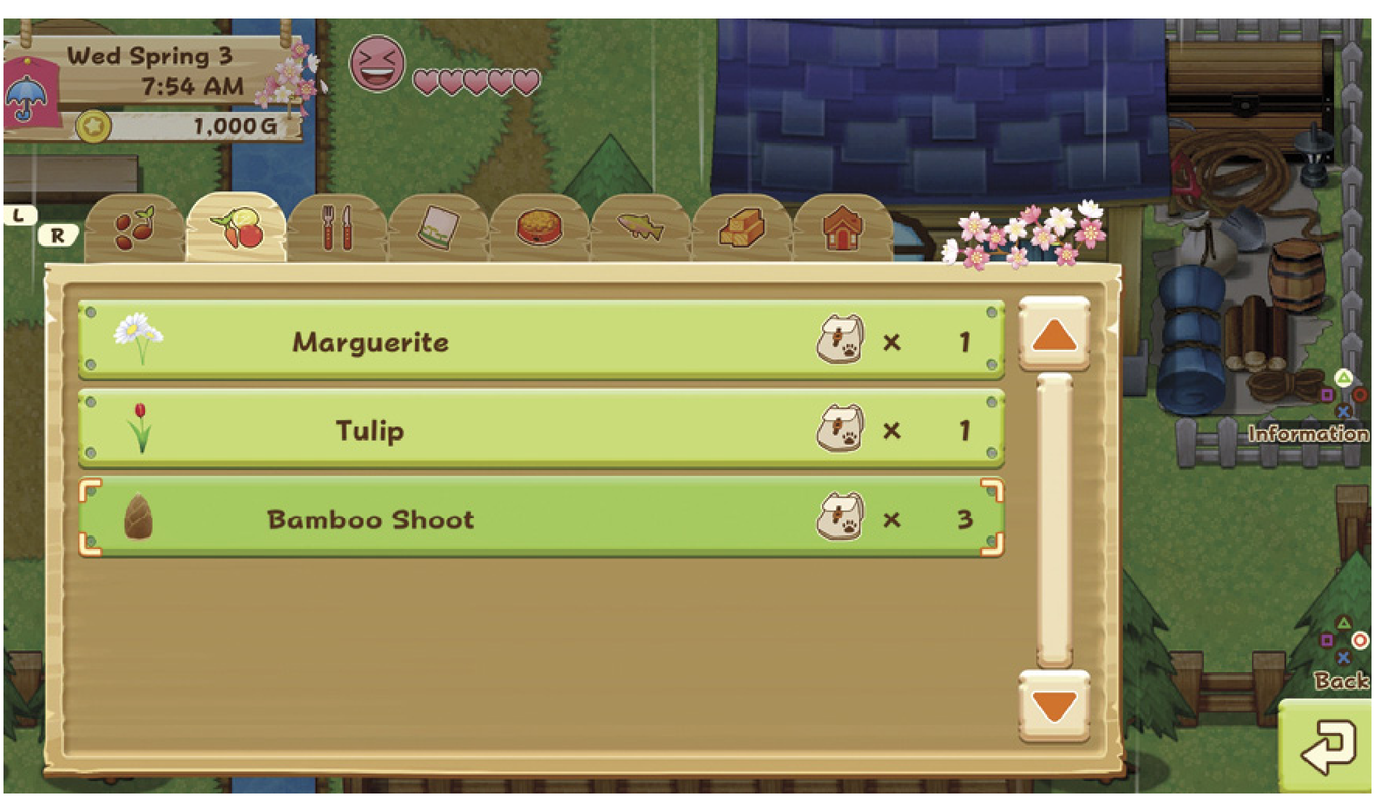


Hmm. I'm not sure either. I mean, now that you mention it, I do sense something strange about it.

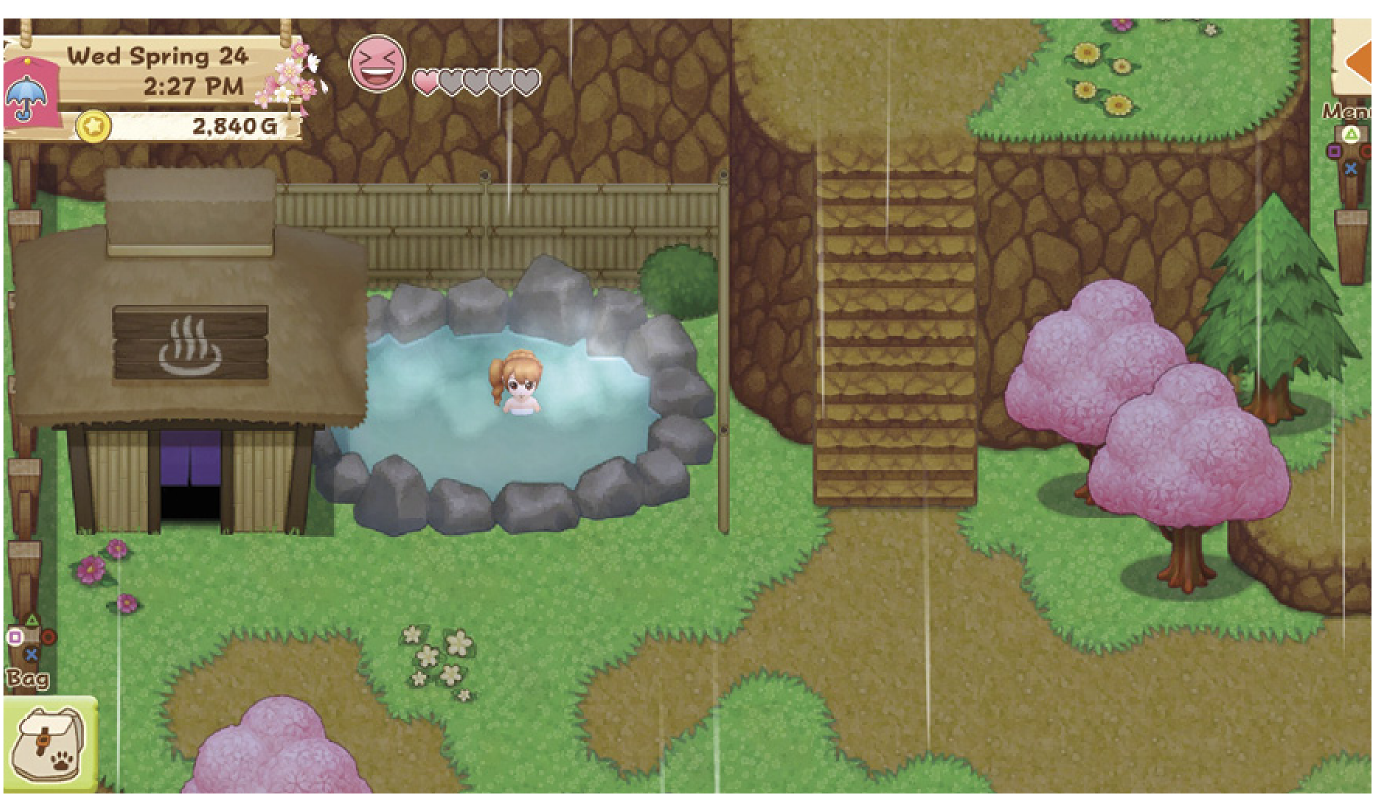

Tue Spring 2
6:00 AM
1,000 G

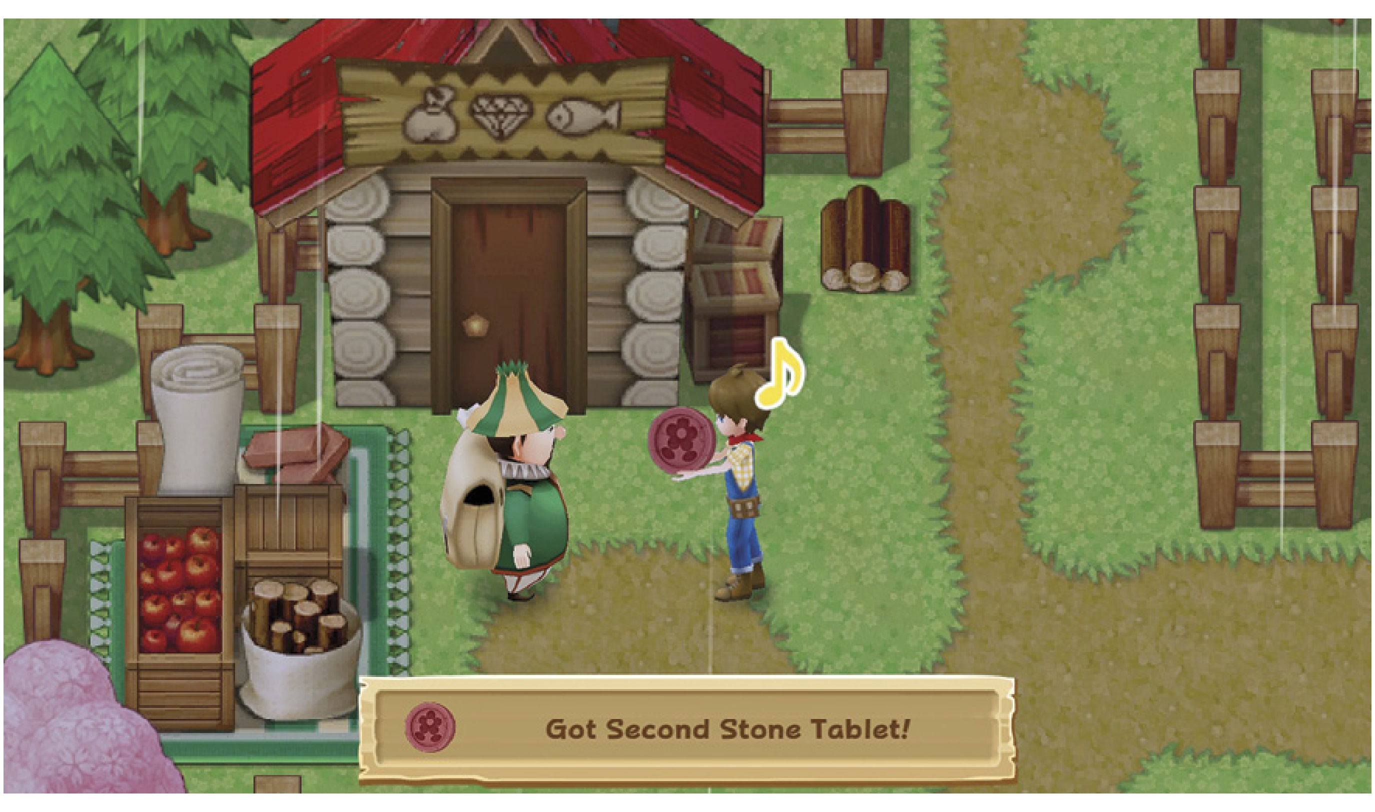
The Special Edition version of the game adds an expanded Encyclopedia, complete with entries for every recipe and ore in the game, as well as a new mystical character named Soleil. Soleil's appearance in the game makes multiplayer possible. Just hand the second PS4 controller or Joy-Con to a friend or family member and enlist their help in tending the farm, mining, chopping trees, and many of the other tasks available.


Wed Spring 3
7:55 AM
1,000 G
Menu
Bamboo Shoot × 3

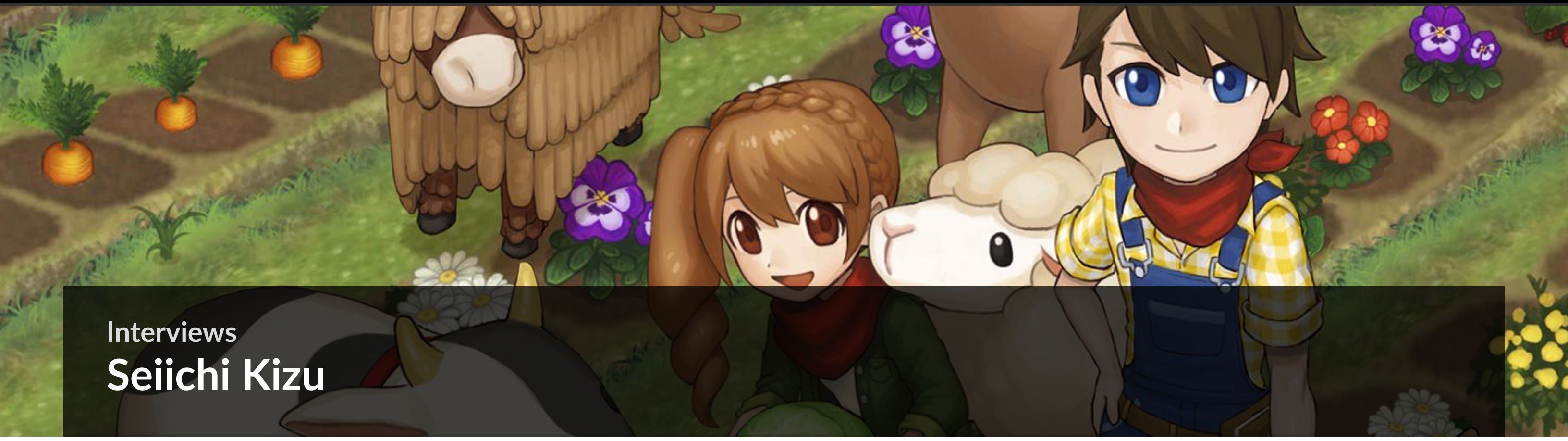

Wed Spring 3
7:56 AM
1,000 G
Marguerite × 1
Tulip × 1
Bamboo Shoot × 3
Information
Back

New content won't stop with the Special Edition's additional features. Natsume has several downloadable expansions in store, set to bring new characters, episodes, and tool upgrades to Beacon Town.


Wed Spring 24
2:27 PM
2,840 G
Menu
Bag



Got Second Stone Tablet!



Interviews

## Seiichi Kizu

Pack-In-Video Co., LTD

Director/Executive Producer: *Harvest Moon*, *Harvest Moon* GB, *Harvest Moon 2 GBC*, *Harvest Moon* 3GBC, *Harvest Moon: Back to Nature*, *Harvest Moon 64*

### Harvest Moon

Twenty years ago, during the golden age of sports, fighting, and war games, I wanted to make a relaxing game that everyone from kids to adults could enjoy. At the time, my work and personal relationships were causing me stress, so I wanted to go fishing by the sea, till some fields, and raise some chickens in the relaxing calm of nature.

Because of this, even knowing it was an impossible dream, the feeling that I wanted to make a game involving nature instead became stronger and more and more intense.

Everything in nature has a relationship with everything else on earth. At the same time, we have to do our best not to interfere with nature, as humans impact other living things as well. Therefore, coexistence with nature became one of the themes of Pack-In-Video's production. *Legend of the River King* and *Reel Fishing* were some of the games developed with this in mind.

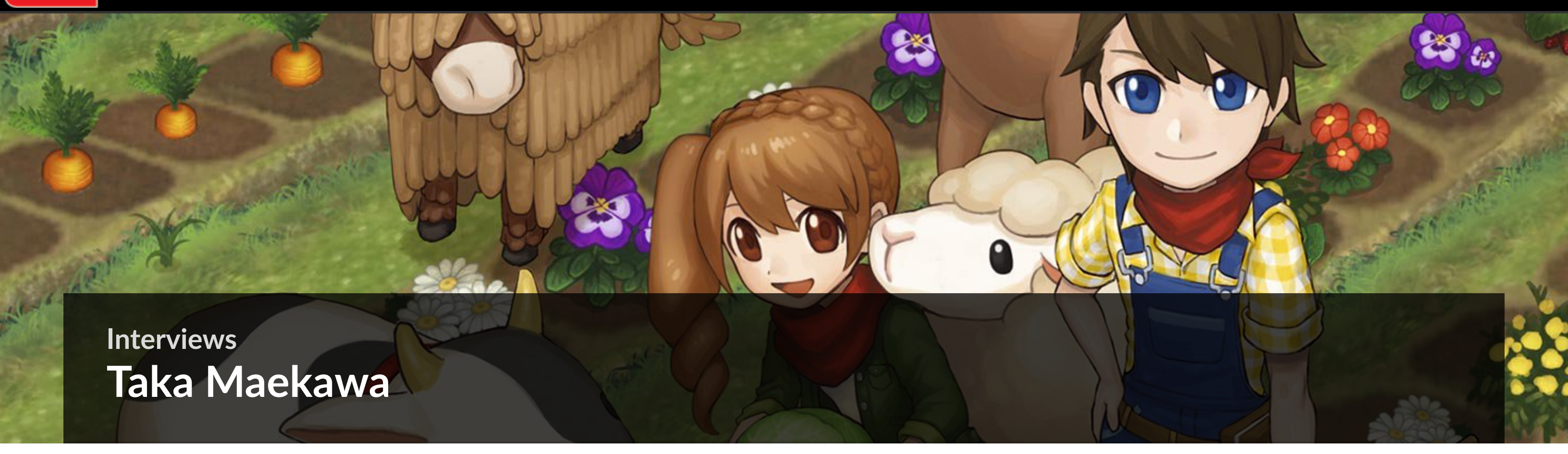
The producer of *Harvest Moon*, Yasuhiro Wada, presented his plan to the head of an external development company. Unfortunately that company went into debt and was no longer an option. Therefore, we had to decide whether we should abandon the project or not. We decided to try to complete the game, and I continued to work with Wada-san, Yamatate-san, and Miyakoshi-san to make this happen.

I would come to the office around 8:00 a.m., and when I opened the door, I would see Yamatate-san and Miyakoshi-san sleeping on the floor. This would continue for many days!

I felt great admiration seeing the dedication the team had completing the game. Finally, after a few months, the project was completed, thanks to Wada-san, Yamatate-san, and Miyakoshi-san's blood, sweat, and tears. With this, *Harvest Moon* was born.

Using *Harvest Moon* as a starting point, take the time in your real life to admire your garden, and plant seeds however you see fit. Use it to see the wonder and greatness of life.

Humans cannot live alone by themselves. Engage in nature in all its forms, and your life will be more fulfilling.



Interviews

# Taka Maekawa

Natsume Inc.

Producer/Director: *Harvest Moon: The Lost Valley*, *Harvest Moon: Seeds of Memories*, *Harvest Moon Skytree Village*, *Harvest Moon: Light of Hope*

Taito Corporation

Planner: *Cooking Mama (iOS), Bust-A-Move / Puzzle Bobble (iOS)*

## Harvest Moon: Light of Hope

### General Game Design

**The premise for *Light of Hope* differs substantially from other entries in the series. What inspired the shift to beginning with a character washing up on a storm-ravaged island?**

Since this project started as the title to celebrate twenty years of *Harvest Moon*, going back to the roots (the very first SNES version) was the basic idea I had in my mind. Also, at the same time, I wanted to include something different, which became the idea of rebuilding the island.

**The task of restoring the island's lighthouse and other buildings serves as both a story quest and elaborate tutorial. How do you hope players balance the need to find the Stone Tablets with the open-ended farming gameplay?**

Like you said, restoring the island serves as a tutorial and story quest, which sounds like it is separated from the farming gameplay aspect. However, you'll realize that restoring the island requires a good amount of not only farming but mining, fishing, and foraging, which are the basics of *Harvest Moon*. We aimed for this balance where all of the aspects of the gameplay are connected.

**The art style for *Light of Hope* stands out from previous console entries in the series. Can you discuss the shift in style?**

Our aim for *Light of Hope* was "Retro-Plus," which is the mixture of the classic gameplay feel and a bit of the modern way of game design. This resulted in the overhead-view gameplay and mixture of 2D background/3D character graphics.

**The streamlined interface removes the need to manually swap between tools. What inspired this change in design?**

To be simple and user-friendly was the key in coming up with this system. *Harvest Moon* is a farm/life-simulation game where what the player chooses to do results in something rewarding, and I didn't want that to be ruined by pushing the "wrong button."

**One of the brilliant aspects of *Harvest Moon* is that it is traditionally as complex or simple as the user wants it to be. How does the development team strike this balance? Can you provide an example of a choice that may have shifted it too far one way or the other?**

It is hard to express in text, but *Harvest Moon* has its own game balance. What we always try to do is keep this balance and, at the same time, experiment depending on the title. One example will be like terraforming in *Lost Valley* and *Skytree Village*. For *Light of Hope*, because our aim was getting back to the roots, my goal was to aim for the game balance/gameplay feel of the SNES version.

**The music in *Light of Hope* is quite catchy. What was the inspiration for the seasonal songs? What does the composer aim for when creating music for night versus day?**

We've been working with the same composer since *Harvest Moon: The Lost Valley*, so the music-making process was pretty smooth. The only difference with *Light of Hope* was all the songs that I picked as samples/references were from '90s game music. For the nighttime music, I wanted a different version of the daytime music (slow, mellow tempo with an ambient feel) so there will be a connection between day and night.

**Unlike many other games, *Light of Hope* extends far beyond the credits. What should players aim for once Beacon Town is rebuilt?**

It is all up to the player, but what I would suggest is to get to know more about the people in Beacon Town, and eventually find that special someone. *Harvest Moon* is a farm/life-simulation game, and ultimately, your goal is to have a happy life!

### Farming Questions

***Light of Hope* contains nearly two hundred crop varieties. Did development begin with a set number in mind? If not, can you describe the process of adding crop varieties to the game?**

Yes, we had a set number in our minds. From there, we first came up with the types of crops, and then settled on how many kinds of mutations each crop should have.

**Can you discuss the decision process that went into allowing crops to be grown out of season?**

We had many people—not only our customers, but internal staff too—complaining about crops dying when the season changed, so we had to think what we should do for *Light of Hope*.

After a long discussion, we came to the decision of allowing crops to grow out of season, but making it difficult, where they will die easily if they're not taken good care of (watering and fertilizing). We also tied the mutation aspect as well to motivate the player with growing crops in different seasons.

**Storms play an interesting role in the game. Can you discuss how the game decides which crops get destroyed?**

Storms affects all crops in your fields. However, the amount affected is random.

By the way, a small tip for the Switch/PS4 version: if you use a special type of Fertilizer, you can prevent that crop from being affected by bad weather.

**How important are crop-specific Fertilizers when trying to grow mutated varieties? Are they more important than planting pattern?**

If those two were to be compared, crop-specific Fertilizer does have a higher chance of mutation.

### Fishing Questions

**Can you describe the process of deciding which fish species to include, where to place them, and what bait they'll eat?**

In *Light of Hope*, the player can fish in both rivers and the ocean, so we started out by deciding what river and ocean fish to include. From there, we narrowed it down to where and how fish can be caught based on the rarity.

**Being able to catch two fish at once with upgraded Fishing Rods is great. Is it possible to catch different species simultaneously?**

Unfortunately, no...

### Townsfolk Questions

**Beacon Town has many friendly residents who are new to the series. Are any of the characters influenced by characters from the prior games?**

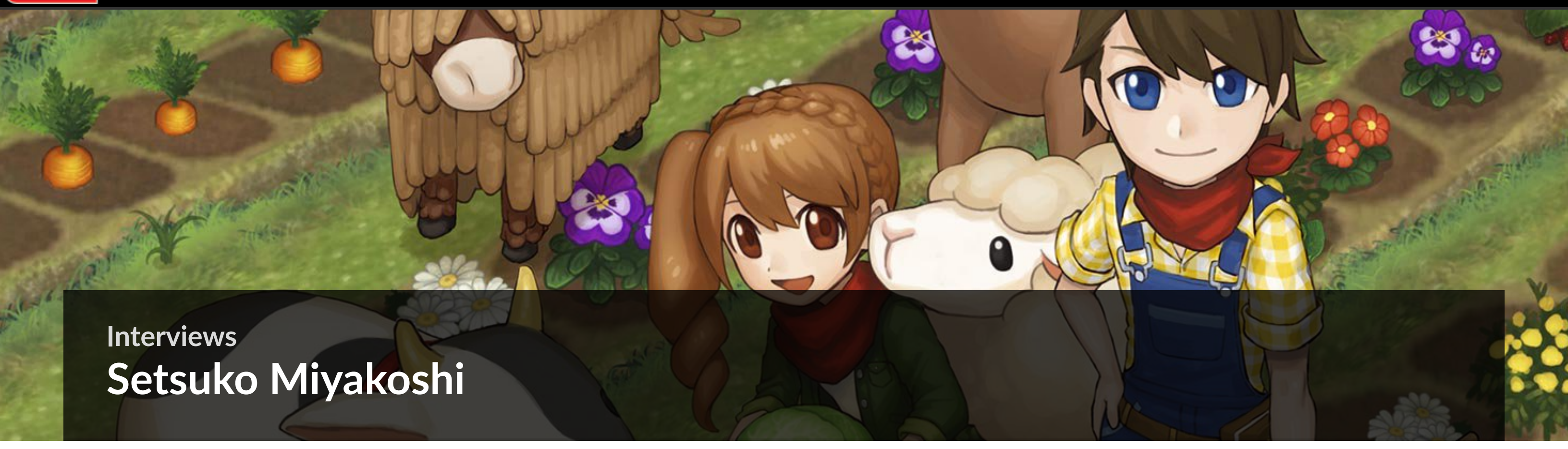
Not particularly. However, since *Harvest Moon* characters have always been friendly, some players might feel some kind of connection with characters in previous games.

**Townsfolk requests play a large role in the unlocking progression. What inspired this design choice? Is there any one character's quest tree that should be focused on before the others?**

The requests were made to motivate players to gain a deeper understanding of the characters. My recommendation is the Harvest God and Bastian's quests.

**Sundays are days of rest in Beacon Town, and the shops are all closed. Can you speak to the motivation for this design choice?**

To make Sundays feel different from other days was the aim behind this. As you might know, Sunday has a different time schedule for characters, as well as slightly different text. Basically, just like in real life, we sometimes need a day off!



Interviews

# Setsuko Miyakoshi

Pack-In-Video Co., LTD

Planner/Graphic Designer: *Harvest Moon*

Planner: *Harvest Moon 64*, *Harvest Moon: Save the Homeland*, *Harvest Moon: Magical Melody*, *Harvest Moon: Animal Parade*

## Harvest Moon Anniversary Questions

### Harvest Moon was unlike any game that preceded it. Can you discuss the inspiration for creating a farming simulation?

The producer of the game, Wada-san, started with the concept of "Let's create a kind of game we've never seen before." It's not a game where you have to defeat any enemies, and it had a relaxing feel with a lot of heart. The setting of the farm allows you to find a small bit of happiness each day in your day-to-day life. Also, we tried to eliminate the charts and figures you'd see in a simulation game, and rather showed the action occurring on-screen. That was the main focus during development. I was inspired a lot by *The Legend of Zelda: A Link to the Past*, as I was really into that game at the time. Hitting something with your hammer and seeing an immediate reaction to your action was something I wanted to implement in the game. Also, picking up chickens and lifting them over your head was something that also influenced us, I suppose! (laughs)

### Have you ever lived in a farming community or experienced real farming in any way? How has your experience (or dreams about living off the land) inspired your impact on this series of games?

I lived in the countryside, so doing things like working in the fields and cutting up wood for the bath was a part of daily life ever since I was in elementary school. Using tools on the farm like a sickle, hoe, axe, and watering can was easy for me to imagine. I didn't have any experience raising animals, but the development team and I went to Hokkaido to check out some dairy farms. Connecting with nature and animals really warmed our hearts. At the same time, we learned the responsibility of raising living things and how difficult it can be to manage. I remember I had hard time simplifying the realistic aspect of farm life into an actual game.

### *Harvest Moon* has appeared on a variety of platforms, dating back to the SNES. How did the evolution of video game hardware impact your vision for the franchise?

As the graphics improved and the number of things you could include in the game increased, it was difficult to choose exactly what you wanted to put in the game. I actually think this part was more difficult for the programmers than the game designers.

### What began as a farming simulation soon included fishing, mining, and cooking. Can you discuss the inspiration to include these additional activities?

I thought it would be boring to do the same thing over and over again, so fishing and mining were added as kind of a respite from the usual work. As for cooking, it's obviously an essential part of our lives, and I thought it was more interesting than just shipping the crops and animal products for money. I think being conscious of the female players helped us in this regard.

### Were there any other activities you considered adding to the game, but ultimately didn't? Why?

There was an idea about digging up soil to do pottery, which I personally wanted to do very much, but the cost of adding that feature would have been too much. We also thought about making the romance and marriage aspect more realistic, and even thought about including divorce. However, in the end, we decided to keep a lighthearted feel to the game.

### The original *Harvest Moon* included just four crops, whereas later installments included well over a hundred varieties. What goes into deciding how many crops to include? Are there reasons for choosing specific crops?

I thought about crops that would look nice in your fields, like bright red tomatoes and purple eggplants, and also having crops that really gave you the sense of the season. Due to things like greenhouse farming, it may be harder to think of a crop as growing only in a certain season, but I tried to do this as much as possible.

### *Harvest Moon* is famous for including numerous secrets. Have you ever worried some would never be found? What are your favorite secrets in the series?

My favorite hidden element in the *Harvest Moon* series is in *Harvest Moon: Animal Parade*—the detail the graphic artists gave to objects that you couldn't see unless you zoomed in on them. It didn't have anything to do with the gameplay, but it was nice to look at.

### Do you have a favorite *Harvest Moon* game in the franchise? What about a favorite event o r character?

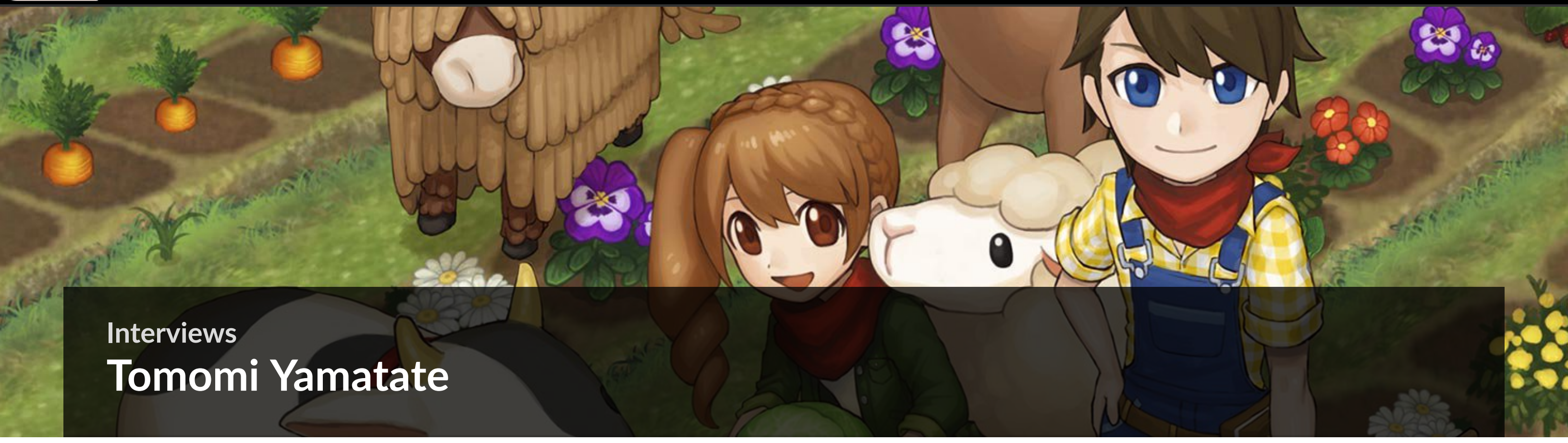
*Harvest Moon 64* has a special place in my heart, so it's probably my favorite. My favorite character is probably Popuri, the girl who works at the flower shop. My favorite events are the Blue Mist Flower event and dance events. I like anything with fantastical colors.

### How does it make you feel to know that this interview will be included in a book celebrating the twentieth anniversary of a franchise you have been a part of? Why do you feel that this series has had such a lasting impact?

First of all, I sincerely thank all the players who love this series, and who have supported it through all these years! There were many difficulties, such as delays and debt, during the development of the first game for the Super NES, and we sometimes wondered if the game would ever be finished at all! Even after it was decided to continue development at Pack-In-Video, I thought, "I wonder if the company president will be angry at me... I should apologize to him, because it will cost more time and money!" Instead, he completely supported us! It made me very happy.

We slept at work every day and didn't go to bed until 3:00 a.m. during development. When I would wake up in the morning, the company president, Kizu-san, and the rest of them would already have their computers on in the dark, and when I tried turning on the lights, they would say to me, "No, you still need some more rest!" I will never forget how concerned they were about me. Wada-san, the producer, encouraged me many times. For the people who helped get the series started, for the players who were waiting for the game to come out, I was able to do my best and make it happen. Many years after the game came out, I saw a video where a player said they became a farmer because they played the game when they were little. I was speechless!

I am truly grateful. The series has lasted this long thanks to the players. I hope it continues to be loved for many years to come.



Interviews

# Tomomi Yamatate

Pack-In-Video Co., LTD

Programmer: *Harvest Moon*, *Harvest Moon 64*, *Harvest Moon: Save the Homeland*, *Harvest Moon: Magical Melody*, *Harvest Moon: Animal Parade*

## Harvest Moon Anniversary Questions

### Harvest Moon has appeared on a variety of platforms, dating back to the SNES. How did the evolution of video game hardware impact your vision for the franchise?

In the Super Nintendo version, it was difficult to make some of the requests from the designers a reality, such as how many crops, cows, chickens, and the like were displayed on-screen at one time. If you had a lot of cows in the barn, for example, the screen would flicker.

After moving to other platforms, those issues disappeared somewhat, but new issues arose.

On the PlayStation 2, for example, I wanted to display crops in full 3D. However, I had to abandon this idea, as issues arose when large amounts of crops were displayed on the screen at once. Again, this was an issue that eventually wouldn't be a problem on newer consoles.

Making the 3D camera work in all situations could get a bit frustrating, but it also allowed us to increase the expressions of characters in events and cutscenes, so that was a good thing.

### *Harvest Moon* has influenced dozens of games over the years. Did you ever anticipate seeing so many other games feature a farming mechanic? Why do you feel that this has happened?

I did not anticipate that there would be so many games that incorporated farming elements. I think that one of the factors is that it is an easy-to-understand concept that is similar all over the world.

### Do you have a favorite *Harvest Moon* game in the franchise? What about a favorite event or character?

As expected, the original Super NES version is the most memorable to me.

There wasn't really a template for making a game like that at the time, so we kind of felt like we were fumbling around in the dark at times.

I wouldn't call it my favorite event, but in the Super NES version, there's a scene where the player's wife will run away if you don't get along with her well. I must say I was surprised when I saw that scene! (laughs)

### How does it make you feel to know that this interview will be included in a book celebrating the twentieth anniversary of a franchise you have been a part of? Why do you feel that this series has had such a lasting impact?

At the time I was developing the Super NES version, I never thought it was going to become a series that would eventually celebrate its twentieth anniversary!

In addition, I never thought the game would be released outside of Japan, and would have so many fans all over the world.

I'm not sure myself how the series has lasted so long, but then I think about the kind and warm support from the fans and the love put into the games by the various parties involved, and I understand that these are the reasons why.

I don't believe this has ever been made public, but in the credits of the Super NES version, planning and development is listed as Team Y&M. When the original development company went out of business and we ended up developing the game ourselves, the producer, Wada-san, suggested it. It stands for Team Yamatate and Miyakoshi.

I am proud that I was able to develop something that has been enjoyed by so many players over the years, and it is probably the happiest I feel as a game developer.

It's all thanks to the players that I'm able to feel this way. Thank you all very much.